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namespace Amazon.OpsWorks.Model
{
    /// <summary>
    /// Describes stack or user permissions.
    /// </summary>
    public partial class Permission
    {
        private bool? _allowSsh;
        private bool? _allowSudo;
        private string _iamUserArn;
        private string _level;
        private string _stackId;

        /// <summary>
        /// Gets and sets the property AllowSsh.
        /// </summary>
        /// <para>
        /// Whether the user can use SSH.
        /// </para>
        /// <summary>
        public bool AllowSsh
        {
            get { return this._allowSsh.GetValueOrDefault(); }
            set { this._allowSsh = value; }
        }

        // Check to see if AllowSsh property is set
        internal bool IsSetAllowSsh()
        {
            return this._allowSsh.HasValue;
        }

        /// <summary>
        /// Gets and sets the property AllowSudo.
        /// </summary>
        /// <para>
        public bool AllowSudo
        {
            get { return this._allowSudo.GetValueOrDefault(); }
            set { this._allowSudo = value; }
        }
    }
}
/// Whether the user can use <b>sudo</b>.
///</para>
///</summary>
public bool AllowSudo
{
    get { return this._allowSudo.GetValueOrDefault(); }
    set { this._allowSudo = value; }
}

// Check to see if AllowSudo property is set
internal bool IsSetAllowSudo()
{
    return this._allowSudo.HasValue;
}

/// <summary>
/// Gets and sets the property IamUserArn.
///</para>
///</summary>
public string IamUserArn
{
    get { return this._iamUserArn; }
    set { this._iamUserArn = value; }
}

// Check to see if IamUserArn property is set
internal bool IsSetIamUserArn()
{
    return this._iamUserArn != null;
}

/// <summary>
/// Gets and sets the property Level.
///</para>
///</summary>
public string Level
{
    get { return this._level; }
    set { this._level = value; }
}

// Check to see if Level property is set
internal bool IsSetLevel()
{
    return this._level != null;
}
/// </para>
/// </li> <li>
/// <para>
/// <code>deploy</code>
/// </para>
/// </li> <li>
/// <para>
/// <code>manage</code>
/// </para>
/// </li> <li>
/// <para>
/// <code>iam_only</code>
/// </para>
/// </li> </ul>
/// <para>
/// For more information on the permissions associated with these levels, see <a href="http://docs.aws.amazon.com/opsworks/latest/userguide/opsworks-security-users.html">Managing User Permissions</a>
/// </para>
/// </summary>
public string Level
{
    get { return this._level; }
    set { this._level = value; }
}

// Check to see if Level property is set
internal bool IsSetLevel()
{
    return this._level != null;
}

/// <summary>
/// Gets and sets the property StackId.
/// <para>
/// A stack ID.
/// </para>
/// </summary>
public string StackId
{
    get { return this._stackId; }
    set { this._stackId = value; }
}

// Check to see if StackId property is set
internal bool IsSetStackId()
{
    return this._stackId != null;
namespace Amazon.Shield.Model
{
    public partial class Contributor
    {
        private string _name;
        private long? _value;

        /// <summary>
        /// Gets and sets the property Name.
        /// <para>
        /// The name of the contributor. This is dependent on the <code>AttackPropertyIdentifier</code>.
        /// For example, if the <code>AttackPropertyIdentifier</code> is <code>SOURCE_COUNTRY</code>, 
        /// the <code>Name</code> could be <code>United States</code>.
        /// </para>
        /// </summary>
    }
}
public string Name
{
    get { return this._name; }
    set { this._name = value; }
}

// Check to see if Name property is set
internal bool IsSetName()
{
    return this._name != null;
}

/// <summary>
/// Gets and sets the property Value.
/// <para>
/// The contribution of this contributor expressed in <a>Protection</a> units. For example
/// <code>10,000</code>. 
/// </para>
/// </summary>
public long Value
{
    get { return this._value.GetValueOrDefault(); }
    set { this._value = value; }
}

// Check to see if Value property is set
internal bool IsSetValue()
{
    return this._value.HasValue;
}

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*/
namespace Amazon.WorkMail.Model
{
    /// <summary>
    /// Permission granted to an entity (user, group) to access a certain aspect of another
    /// entity's mailbox.
    /// </summary>
    public partial class Permission
    {
        private string _granteeId;
        private MemberType _granteeType;
        private List<string> _permissionValues = new List<string>();

        /// <summary>
        /// Gets and sets the property GranteeId.
        /// <para>
        /// The identifier of the entity (user or group) to which the permissions are granted.
        /// </para>
        /// </summary>
        public string GranteeId
        {
            get { return this._granteeId; }
            set { this._granteeId = value; }
        }

        // Check to see if GranteeId property is set
        internal bool IsSetGranteeId()
        {
            return this._granteeId != null;
        }

        /// <summary>
        /// Gets and sets the property GranteeType.
        /// <para>
        /// The type of entity (user, group) of the entity referred to in GranteeId.
        /// </para>
        /// </summary>
        public MemberType GranteeType
        {
            get { return this._granteeType; }
            set { this._granteeType = value; }
        }

        // Check to see if GranteeType property is set
        internal bool IsSetGranteeType()
        {
            return this._granteeType != null;
        }
    }
}
/// <summary>
public MemberType GranteeType
{
    get { return this._granteeType; }
    set { this._granteeType = value; }
}

// Check to see if GranteeType property is set
internal bool IsSetGranteeType()
{
    return this._granteeType != null;
}

/// <summary>
/// Gets and sets the property PermissionValues.
/// /// <para>
/// The permissions granted to the grantee. SEND_AS allows the grantee to send email as
/// the owner of the mailbox (the grantee is not mentioned on these emails). SEND_ON_BEHALF
/// allows the grantee to send email on behalf of the owner of the mailbox (the grantee
/// is not mentioned as the physical sender of these emails). FULL_ACCESS allows the grantee
/// Full access to the mailbox, irrespective of other folder-level permissions set on
/// the mailbox.
/// /// </para>
/// /// <summary>
/// public List<string> PermissionValues
/// {
///     get { return this._permissionValues; }
///     set { this._permissionValues = value; }
/// }

// Check to see if PermissionValues property is set
internal bool IsSetPermissionValues()
{
    return this._permissionValues != null && this._permissionValues.Count > 0;
}

} /*
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using System;
using System.Collections.Generic;
using System.Xml.Serialization;
using System.Text;
using System.IO;
using Amazon.Runtime;
using Amazon.Runtime.Internal;

namespace Amazon.ElasticTranscoder.Model
{
    /// <summary>
    /// The <code>Permission</code> structure.
    /// </summary>
    public partial class Permission
    {
        private List<string> _access = new List<string>();
        private string _grantee;
        private string _granteeType;
        
        /// <summary>
        /// Gets and sets the property Access.
        /// </summary>
        /// <para>
        /// The permission that you want to give to the AWS user that is listed in Grantee. Valid
        /// values include:
        /// </para>
        /// <ul>
        /// <li>
        /// <code>READ</code>: The grantee can read the thumbnails and metadata for thumbnails
        /// that Elastic Transcoder adds to the Amazon S3 bucket.
        /// </li>
        /// <li>
        /// <code>READ_ACP</code>: The grantee can read the object ACL for thumbnails that Elastic
        /// Transcoder adds to the Amazon S3 bucket.
        /// </li>
        /// <li>
        /// <code>WRITE_ACP</code>: The grantee can write the ACL for the thumbnails that Elastic
        /// Transcoder adds to the Amazon S3 bucket.
        /// </ul>
        
    }
}
/// </para>
/// </li> <li>
/// </para>
/// <code>FULL_CONTROL</code>: The grantee has READ, READ_ACP, and WRITE_ACP permissions
/// for the thumbnails that Elastic Transcoder adds to the Amazon S3 bucket.
/// </para>
/// </li> </ul>
/// </summary>
public List<string> Access
{
    get { return this._access; }
    set { this._access = value; }
}

// Check to see if Access property is set
internal bool IsSetAccess()
{
    return this._access != null && this._access.Count > 0;
}

/// <summary>
/// Gets and sets the property Grantee.
/// <para>
/// The AWS user or group that you want to have access to transcoded files and playlists.
/// To identify the user or group, you can specify the canonical user ID for an AWS account,
/// an origin access identity for a CloudFront distribution, the registered email address
/// of an AWS account, or a predefined Amazon S3 group.
/// </para>
/// </summary>
public string Grantee
{
    get { return this._grantee; }
    set { this._grantee = value; }
}

// Check to see if Grantee property is set
internal bool IsSetGrantee()
{
    return this._grantee != null;
}

/// <summary>
/// Gets and sets the property GranteeType.
/// <para>
/// The type of value that appears in the Grantee object:
/// </para>
/// </summary>
/// <code>Canonical</code>: Either the canonical user ID for an AWS account or an origin access identity for an Amazon CloudFront distribution.
/// </para>
/// <important>
/// <para>
/// A canonical user ID is not the same as an AWS account number.
/// </para>
/// </important> <li>
/// <para>
/// <code>Email</code>: The registered email address of an AWS account.
/// </para>
/// </li> <li>
/// <para>
/// <code>Group</code>: One of the following predefined Amazon S3 groups: <code>AllUsers</code>, <code>AuthenticatedUsers</code>, or <code>LogDelivery</code>.
/// </para>
/// </li> 
/// </summary>
public string GranteeType
{
    get { return this._granteeType; }
    set { this._granteeType = value; }
}

// Check to see if GranteeType property is set
internal bool IsSetGranteeType()
{
    return this._granteeType != null;
}

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1.13 AWSSDK.S3 3.3.25

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 */
namespace Amazon.Shield.Model
{
    /// <summary>
    /// A contributor to the attack and their contribution.
    /// </summary>
    public partial class Contributor
    {
        private string _name;
        private long? _value;

        /// <summary>
        /// Gets and sets the property Name.
        /// </summary>
        public string Name
        {
            get { return this._name; }
            set { this._name = value; }
        }

        // Check to see if Name property is set
        internal bool IsSetName()
        {
            return this._name != null;
        }
    }
}
/// <summary>
/// Gets and sets the property Value.
/// </summary>
/// <para>
/// The contribution of this contributor expressed in <a>Protection</a> units. For example
/// <code>10,000</code>.
/// </para>
public long Value
{
    get { return this._value.GetValueOrDefault(); }
    set { this._value = value; }
}

// Check to see if Value property is set
internal bool IsSetValue()
{
    return this._value.HasValue;
}

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 */

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 */
using System;
using System.Collections.Generic;
using System.Xml.Serialization;
using System.Text;
using System.IO;
using Amazon.Runtime;
using Amazon.Runtime.Internal;

namespace Amazon.ElasticTranscoder.Model
{
    /// <summary>
    /// The <code>Permission</code> structure.
    /// </summary>
    public partial class Permission
    {
        private List<string> _access = new List<string>();
        private string _grantee;
        private string _granteeType;

        /// <summary>
        /// Gets and sets the property Access.
        /// </summary>
        public List<string> Access
        {
            get { return this._access; }
            set { this._access = value; }
        }

        // Check to see if Access property is set
        internal bool IsSetAccess()
    }
}
return this._access != null && this._access.Count > 0;
}

/// <summary>
/// Gets and sets the property Grantee.
/// </summary>
public string Grantee
{
    get { return this._grantee; }
    set { this._grantee = value; }
}

internal bool IsSetGrantee()
{
    return this._grantee != null;
}

/// <summary>
/// Gets and sets the property GranteeType.
/// </summary>
/// <para>
/// The type of value that appears in the Grantee object:
/// </para>
/// <ul>
/// <li>
/// <code>Canonical</code>: Either the canonical user ID for an AWS account or an origin access identity for an Amazon CloudFront distribution.
/// </li>
/// <li>
/// <code>Email</code>: The registered email address of an AWS account.
/// </li>
/// <li>
/// <code>Group</code>: One of the following predefined Amazon S3 groups: <code>AllUsers</code>, <code>AuthenticatedUsers</code>, or <code>LogDelivery</code>.
/// </li>
/// <important>
/// A canonical user ID is not the same as an AWS account number.
/// </important>
/// </ul>
/// </summary>
public string GranteeType
{
    get { return this._granteeType; }
    set { this._granteeType = value; }
}

// Check to see if GranteeType property is set
internal bool IsSetGranteeType()
{
    return this._granteeType != null;
}

namespace Amazon.OpsWorks.Model
{
    /// <summary>
    /// Describes stack or user permissions.
    /// </summary>

    using System;
    using System.Collections.Generic;
    using System.Xml.Serialization;
    using System.Text;
    using System.IO;
    using Amazon.Runtime;
    using Amazon.Runtime.Internal;

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     */

    /*
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     */
using System;
using System.Collections.Generic;
using System.Xml.Serialization;
using System.Text;
using System.IO;
using Amazon.Runtime;
using Amazon.Runtime.Internal;

namespace Amazon.OpsWorks.Model
{
    /// <summary>
    /// Describes stack or user permissions.
    /// </summary>
public partial class Permission
{
    private bool? _allowSsh;
    private bool? _allowSudo;
    private string _iamUserArn;
    private string _level;
    private string _stackId;

    /// <summary>
    /// Gets and sets the property AllowSsh.
    /// <para>
    /// Whether the user can use SSH.
    /// </para>
    /// </summary>
    public bool AllowSsh
    {
        get { return this._allowSsh.GetValueOrDefault(); }  
        set { this._allowSsh = value; }
    }

    // Check to see if AllowSsh property is set
    internal bool IsSetAllowSsh()
    {
        return this._allowSsh.HasValue;
    }

    /// <summary>
    /// Gets and sets the property AllowSudo.
    /// <para>
    /// Whether the user can use <b>sudo</b>.
    /// </para>
    /// </summary>
    public bool AllowSudo
    {
        get { return this._allowSudo.GetValueOrDefault(); }  
        set { this._allowSudo = value; }
    }

    // Check to see if AllowSudo property is set
    internal bool IsSetAllowSudo()
    {
        return this._allowSudo.HasValue;
    }

    /// <summary>
    /// Gets and sets the property IamUserArn.
    /// <para>
    /// The Amazon Resource Name (ARN) for an AWS Identity and Access Management (IAM) role.
    /// </summary>
    public string IamUserArn
    {
        get { return this._iamUserArn; }  
        set { this._iamUserArn = value; }
    }

    // Check to see if IamUserArn property is set
    internal bool IsSetIamUserArn()
    {
        return this._iamUserArn != null;
    }
}
/// </para>
/// </summary>
public string IamUserArn
{
    get { return this._iamUserArn; }
    set { this._iamUserArn = value; }
}

// Check to see if IamUserArn property is set
internal bool IsSetIamUserArn()
{
    return this._iamUserArn != null;
}

/// <summary>
/// Gets and sets the property Level.
/// </summary>
/// <para>
/// The user's permission level, which must be the following:
/// </para>
/// </summary>
/// <para>
/// <ul>
/// <li>
/// <code>deny</code>
/// </li>
/// <li>
/// <code>show</code>
/// </li>
/// <li>
/// <code>deploy</code>
/// </li>
/// <li>
/// <code>manage</code>
/// </li>
/// <li>
/// <code>iam_only</code>
/// </li>
/// </ul>
/// </para>
/// </summary>
/// <para>
/// For more information on the permissions associated with these levels, see <a href="http://docs.aws.amazon.com/opsworks/latest/userguide/opsworks-security-users.html">Managing User Permissions</a>.
/// </para>
/// <summary>
public string Level
{
    get { return this._level; }
    set { this._level = value; }
}

// Check to see if Level property is set
internal bool IsSetLevel()
{
    return this._level != null;
}

/// <summary>
/// Gets and sets the property StackId.
/// <para>
/// A stack ID.
/// </para>
/// </summary>
public string StackId
{
    get { return this._stackId; }
    set { this._stackId = value; }
}

// Check to see if StackId property is set
internal bool IsSetStackId()
{
    return this._stackId != null;
}

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*/
namespace Amazon.WorkMail.Model
{
    /// <summary>
    /// Permission granted to an entity (user, group) to access a certain aspect of another
    /// entity's mailbox.
    /// </summary>
    public partial class Permission
    {
        private string _granteeId;
        private MemberType _granteeType;
        private List<string> _permissionValues = new List<string>();

        /// <summary>
        /// Gets and sets the property GranteeId.
        /// <para>
        /// The identifier of the entity (user or group) to which the permissions are granted.
        /// </para>
        /// </summary>
        public string GranteeId
        {
            get { return this._granteeId; }
            set { this._granteeId = value; }
        }

        // Check to see if GranteeId property is set
        internal bool IsSetGranteeId()
        {
            return this._granteeId != null;
        }

        /// <summary>
        /// Gets and sets the property GranteeType.
        /// <para>
        /// The type of entity (user, group) of the entity referred to in GranteeId.
        /// </para>
        /// </summary>
        /// <summary>
        /// Gets and sets the property GranteeType.
        /// <para>
        /// The type of entity (user, group) of the entity referred to in GranteeId.
        /// </para>
        /// </summary>
public MemberType GranteeType
{
    get { return this._granteeType; }
    set { this._granteeType = value; }
}

// Check to see if GranteeType property is set
internal bool IsSetGranteeType()
{
    return this._granteeType != null;
}

/// <summary>
/// Gets and sets the property PermissionValues.
/// <para>
/// The permissions granted to the grantee. SEND_AS allows the grantee to send email as
/// the owner of the mailbox (the grantee is not mentioned on these emails). SEND_ON_BEHALF
/// allows the grantee to send email on behalf of the owner of the mailbox (the grantee
/// is not mentioned as the physical sender of these emails). FULL_ACCESS allows the grantee
/// full access to the mailbox, irrespective of other folder-level permissions set on
/// the mailbox.
/// </para>
/// </summary>
public List<string> PermissionValues
{
    get { return this._permissionValues; }
    set { this._permissionValues = value; }
}

// Check to see if PermissionValues property is set
internal bool IsSetPermissionValues()
{
    return this._permissionValues != null && this._permissionValues.Count > 0;
}

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- MD5 checks in the Windows Phone 8 variant of the SDK from Microsoft Corporation

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1.14 balloon-css 0.5.0

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1.17 color-support 1.1.3

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using System;
using System.Globalization;
using System.Reflection;
using System.Text;
using CommandLine.Infrastructure;
using CSharpx;

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

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

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

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

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

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

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

/// <summary>
/// Gets a different copyright word when overridden in a derived class.
/// </summary>
protected virtual string CopyrightWord
{
    get { return DefaultCopyrightWord; }
}

/// <summary>
/// Converts the copyright instance to a <see cref="System.String"/>
/// <summary>
/// This <see cref="CommandLine.Text.CopyrightInfo"/> instance.</param>
/// <returns>The <see cref="System.String"/> that contains the copyright.</returns>
public static implicit operator string(CopyrightInfo info)
{
    return info.ToString();
}

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

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

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

    var yearsPart = new StringBuilder(years.Length * 6);
    for (var i = 0; i < years.Length; i++)
    {
        yearsPart.Append(years[i].ToString(CultureInfo.InvariantCulture));
    }

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

return yearsPart.ToString();
}

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

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

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The project tree includes also two ReSharper files that I try to keep in sync with StyleCop.

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

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

Unit Tests
Personally 99% of times I write the unit tests before the desidered modification (TDD). Anyway please submit changes along with at least one unit test (this is also useful to let me understand what the change impacts).
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PR are well accepted, anyway they should be result of new or open discussions.

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1.19 CommandlineParser 2.3.0

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

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  - void Method ( param1, param2, param3 ) -> TOO SPACES!
- Align with one indentation:
  - if (longlongstuff1 == longlongstuff2 || (longlongstuff3 > 0 &&
    longlongstuff4 < 0)) -> OK
  - if (longlongstuff1 == longlongstuff2 || (longlongstuff3 > 0 &&
    longlongstuff4 < 0)) -> TOO INDENTATION!

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- Kernel of 2.0+ has been rewritten following Functional Programming principles
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Not covered here
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using System;
using System.Dynamic;
using System.Globalization;
using System.Reflection;
using System.Text;
using CommandLine.Infrastructure;
using CSharpx;

namespace CommandLine.Text {

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

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

    /// <summary>
    /// Initializes a new instance of the <see cref="CommandLine.Text.CopyrightInfo"/> class
    /// specifying author and year.
    /// </summary>
    /// <param name="author">The company or person holding the copyright.</param>
    /// <param name="year">The year of coverage of copyright.</param>
    /// <exception cref="System.ArgumentException">Thrown when parameter <paramref name="author"/> is null
    or empty string. </exception>
    public CopyrightInfo(string author, int year)
    :
        this(true, author, new[] { year })
    {
    }

    /// <summary>
    /// Initializes a new instance of the <see cref="CommandLine.Text.CopyrightInfo"/> class
    /// specifying author and copyrightYears.
    /// </summary>
    /// <param name="author">The company or person holding the copyright.</param>
    /// <param name="years">The copyrightYears of coverage of copyright.</param>
    /// <exception cref="System.ArgumentException">Thrown when parameter <paramref name="author"/> is null
    or empty string. </exception>
    /// <exception cref="System.ArgumentOutOfRangeException">Thrown when parameter <paramref
    name="years"/> is null
    or empty string. </exception>
    public CopyrightInfo(string author, params int[] years)
    :
        this(false, author, years)
public CopyrightInfo(string author, params int[] years)
    : this(true, author, years)
{
}

/// <summary>
/// Initializes a new instance of the <see cref="CommandLine.Text.CopyrightInfo"/> class specifying symbol case, author and copyrightYears.
/// </summary>
/// <param name="isSymbolUpper">The case of the copyright symbol.</param>
/// <param name="author">The company or person holding the copyright.</param>
/// <param name="copyrightYears">The copyrightYears of coverage of copyright.</param>
/// <exception cref="System.ArgumentException">Thrown when parameter <paramref name="author"/> is null or empty string.</exception>
/// <exception cref="System.ArgumentOutOfRangeException">Thrown when parameter <paramref name="copyrightYears"/> is not supplied.</exception>
public CopyrightInfo(bool isSymbolUpper, string author, params int[] copyrightYears)
{
    if (string.IsNullOrWhiteSpace(author)) throw new ArgumentException("author");
    if (copyrightYears.Length == 0) throw new ArgumentOutOfRangeException("copyrightYears");
    const int ExtraLength = 10;
    this.isSymbolUpper = isSymbolUpper;
    this.author = author;
    this.copyrightYears = copyrightYears;
    builderSize = 12 + author.Length + (4 * copyrightYears.Length) + ExtraLength;
}

/// <summary>
/// Initializes a new instance of the <see cref="CommandLine.Text.CopyrightInfo"/> class.
/// </summary>
protected CopyrightInfo()
{
}

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

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

/// <summary>
/// Gets a different copyright word when overridden in a derived class.
///</summary>
protected virtual string CopyrightWord
{
    get { return DefaultCopyrightWord; }
}

/// <summary>
/// Converts the copyright instance to a <see cref="System.String"/>.
///</summary>
/// <param name="info">This <see cref="CommandLine.Text.CopyrightInfo"/> instance.</param>
/// <returns>The <see cref="System.String"/> that contains the copyright.</returns>
public static implicit operator string(CopyrightInfo info)
{
    return info.ToString();
}

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

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

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

    var yearsPart = new StringBuilder(years.Length * 6);
    for (var i = 0; i < years.Length; i++)
    {
        yearsPart.Append(years[i].ToString(CultureInfo.InvariantCulture));
        var next = i + 1;
        if (next < years.Length)
        {
            yearsPart.Append(years[next] - years[i] > 1 ? " - " : ", ");
        }
    }

    return yearsPart.ToString();
}
1.20 core-js 2.6.5

1.20.1 Available under license:
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1.21 Cronos 0.7.0

1.22 DasMulli.Win32.ServiceUtils 1.2.0

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1.23 DotLiquid 2.0.314

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```csharp
@model IEnumerable<DotLiquid.Website.ViewComponents.Contributor>

<h5>Contributors</h5>
<ul>
    @foreach (var contributor in Model)
    {
    }
    <li><a href="https://github.com/dotliquid/dotliquid/graphs/contributors">All contributors</a></li>
</ul>
```

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1.24 fancy-log 1.3.3
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1.26 FluentMigrator 3.2.1
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* [nkohari](https://github.com/nkohari) (Nate Kohari - did the initial commit)
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1.27 FubarDev.FtpServer 2.2.1

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# 1.28 Hangfire 1.7.5

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1.30 jwt-decode 2.2.0

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1.34 luxon 1.13.2

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

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

        /// <summary>
        /// When overridden in a derived class, releases the license.
        /// </summary>
        public abstract void Dispose();
    }
}
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using System;
using System.Diagnostics;
using System.Runtime.InteropServices;
using System.Text;
using size_t = System.IntPtr;

// This implements shim for sysctl calls.
// They are available on BSD systems - FreeBSD, OSX and others.
// Linux has sysctl() but it is deprecated as well as it is missing sysctlbyname()
internal static partial class Interop
{
    internal static partial class Sys
    {

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

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

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

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

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

return ret;
}
}

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using System.Collections.Generic;
using System.IO;
using System.Runtime.InteropServices;

namespace System.Diagnostics
{


internal static partial class ProcessManager
{

    /// <summary>Gets process infos for each process on the specified machine.</summary>
    /// <param name="machineName">The target machine.</param>
    /// <returns>An array of process infos, one per found process.</returns>
    public static ProcessInfo[] GetProcessInfos(string machineName)
    {
        ThrowIfRemoteMachine(machineName);
        int[] procIds = GetProcessIds(machineName);

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

        return processes.ToArray();
    }

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

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

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

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

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

      return list.ToArray();
    }

    /// <summary>
    /// Gets or sets which processors the threads in this process can be scheduled to run on.
    /// </summary>
    public volatile ProcessSet Affinities { get; set; }

private unsafe IntPtr ProcessorAffinityCore
{
    get
    {
        throw new PlatformNotSupportedException(SR.ProcessorAffinityNotSupported);
    }
    set
    {
        throw new PlatformNotSupportedException(SR.ProcessorAffinityNotSupported);
    }
}

private void GetWorkingSetLimits(out IntPtr minWorkingSet, out IntPtr maxWorkingSet)
{
    // We can only do this for the current process on OS X
    if (_processId != Interop.Sys.GetPid())
        throw new PlatformNotSupportedException(SR.OsxExternalProcessWorkingSetNotSupported);

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

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

private void SetWorkingSetLimitsCore(IntPtr? newMin, IntPtr? newMax, out IntPtr resultingMin, out IntPtr maxWorkingSet)
{
    // Sets one or both of the minimum and maximum working set limits.
    // <param name="newMin">The new minimum working set limit, or null not to change it.</param>
    // <param name="newMax">The new maximum working set limit, or null not to change it.</param>
    // <param name="resultingMin">The resulting minimum working set limit after any changes applied.</param>
    // <param name="resultingMax">The resulting maximum working set limit after any changes applied.</param>
    
    Interop.Sys.RLimit limit;
    if (Interop.Sys.GetRLimit(Interop.Sys.RlimitResources.RLIMIT_RSS, out limit) == 0)
    {
        maxWorkingSet = limit.CurrentLimit == Interop.Sys.RLIM_INFINITY ?
            new IntPtr(Int64.MaxValue) :
            new IntPtr(Convert.ToInt64(limit.CurrentLimit));
    }
    else
    {
        // The contract specifies that this throws Win32Exception when it failes to retrieve the info
        throw new Win32Exception();
    }
}
resultingMax)
{
    // We can only do this for the current process on OS X
    if (_processId != Interop.Sys.GetPid())
        throw new PlatformNotSupportedException(SR.OsxExternalProcessWorkingSetNotSupported);

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

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

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

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

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

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

  <entry>
    <source>
      <title>Source of all knowledge</title>
      <id>urn:uuid:28213c50-f84c-11d9-8cd6-0800200c9a66</id>
      <updated>2003-12-13T17:46:27Z</updated>
      <contributor>
        <name>John Smith</name>
      </contributor>
      <contributor>
        <name>input name</name>
      </contributor>
    </source>
    <title>Atom-Powered Robots Run Amok</title>
    <link href="http://contoso.com/2003/12/13/atom03"/>
    <id>urn:uuid:1225c695-cfb8-4ebb-aaaa-80da344efafa</id>
    <updated>2003-12-13T18:30:02Z</updated>
    <summary>Some text.</summary>
  </entry>
</feed>

<?xml version="1.0" encoding="utf-8"?>
<!--
Description: creativeCommons:license element
Expect: !Error
-->

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

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

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

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

        /// <summary>
        /// When overridden in a derived class, releases the license.
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        public abstract void Dispose();
    }
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http://zlib.net/zlib_license.html

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

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Bit Twiddling Hacks

By Sean Eron Anderson
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{
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    {
        throw new NotImplementedException();
    }

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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    //
    // Copyright (c) 2005 Novell, Inc. (http://www.novell.com)
    //
    // Authors:
    //
    //

    // NOT COMPLETE
	namespace System.Windows.Forms {

public class CreateParams {
    #region Public Constructors
    #endregion
    // Public Constructors

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

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

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  </Interface>
</Interfaces>

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  </remarks>
  <summary>
    <attribution license="cc4" from="Microsoft" modified="false" />
    <para>Provides the abstract base class for all licenses. A license is granted to a specific instance of a component.</para>
  </summary>
</Docs>

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    <MemberSignature Language="ILAsm" Value=".method public hidebysig newslot virtual instance void Dispose() cil managed" />
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</Docs>

cookie, that is, a cookie with a deliberately hidden internal structure.</para>

</remarks>
</summary>
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The Original Code is RabbitMQ.

The Initial Developers of the Original Code are LShift Ltd., Cohesive Financial Technologies LLC., and Rabbit Technologies Ltd.

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//---------------------------------------------------------------------
// <copyright file="License.cs" company="Microsoft">  }
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// </copyright>
//---------------------------------------------------------------------
namespace System.ComponentModel {

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

    /// <include file='doc/License.uex' path='docs/doc[@for="License"]/*' />
    /// <devdoc>
    /// <para>Provides the <see langword='abstract'/> base class for all licenses. A license is
    ///    granted to a specific instance of a component.</para>
    /// </devdoc>
    [HostProtection(SharedState = true)]
    public abstract class License : IDisposable {

        /// <include file='doc/License.uex' path='docs/doc[@for="License.LicenseKey"]/*' />
        /// <devdoc>
        /// <para>When overridden in a derived class, gets the license key granted to this component.</para>
        /// </devdoc>
        public abstract string LicenseKey { get; }

        /// <include file='doc/License.uex' path='docs/doc[@for="License.Dispose"]/*' />
        /// <devdoc>
        /// <para>When overridden in a derived class, releases the license.</para>
        /// </devdoc>
        public abstract void Dispose();
    }

    //<copyright file="Permission.cs" company="Microsoft">
    //  Copyright (c) Microsoft Corporation. All rights reserved.
    //</copyright>
    //----------------------------------------------------------------------

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

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

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

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

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

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

    return askedPermission.IsSubsetOf(allowedPermission);
}


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

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* gettext

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

* Benchmark Source Files

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* mono/docs/HtmlAgilityPack

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* mcs/jay: 4-clause BSD licensed

* mcs/nunit24: MS-PL

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

Runtime Code
=============

The following code is linked with the final Mono runtime, the libmono embeddable runtime:

* support/minizip: BSD license.

* mono/utils/memcheck.h: BSD license, used on debug builds that use Valgrind.

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

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

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

Class Library code
==================

These are class libraries that can be loaded by your process:
* mcs/class/RabbitMQ.Client: dual licensed in Apache v2, and Mozilla Public License 1.1

* mcs/class/Compat.ICSharpCode.SharpZipLib and mcs/class/ICSharpCode.SharpZipLib are GPL with class-path exception. Originates with the SharpDevelop project.

* mcs/class/System.Core/System/TimeZoneInfo.Android.cs

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

Hey Kosta

I think it would be awesome to use Json.NET in Mono for System.Web.Extensions.

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I can waive that statement for you and Mono. Would that be acceptable?

Regards,  
James

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HISTORY -

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

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

Some other contributors:

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

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

// Mono.ILASM.Permission
//
// Author(s):
// Ankit Jain <JAnkit@novell.com>
//
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using System;
using System.Collections;

namespace Mono.ILASM {

    public class Permission {
    BaseTypeRef type_ref;

    //PermissionMembers
    ArrayList members;
    PEAPI.Permission perm;

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

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

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

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

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

return perm;
}
}

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1.94 Newtonsoft.Json 9.0.1

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

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

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

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

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

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

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

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

d) If distribution of the work is made by offering access to copy
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For an executable, the required form of the "work that uses the
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normally distributed (in either source or binary form) with the major
components (compiler, kernel, and so on) of the operating system on
which the executable runs, unless that component itself accompanies
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It may happen that this requirement contradicts the license
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1.95 Newtonsoft.Json 11.0.2

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

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages
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In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

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its purpose remains meaningful.

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

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

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1.110 rxjs 6.5.2

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1.116 System.Data.SqlClient 4.4.0

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

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

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

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

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

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Bit Twiddling Hacks

By Sean Eron Anderson
seander@cs.stanford.edu

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

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

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

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

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

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

        [DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_Sysctl", SetLastError = true)]
        private extern static unsafe int Sysctl(int* name, int namelen, void* value, size_t* len);
// This is 'raw' sysctl call, only wrapped to allocate memory if needed
// caller always needs to free returned buffer using Marshal.FreeHGlobal()

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

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

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

    value = pBuffer;
    len = (int)bytesLength;

    return ret;
}
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using System.Collections.Generic;
using System.IO;
using System.Runtime.InteropServices;

namespace System.Diagnostics
{
    internal static partial class ProcessManager
    {

        public static ProcessInfo[] GetProcessInfos(string machineName)
ThrowIfRemoteMachine(machineName);
int[] procIds = GetProcessIds(machineName);

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

/// <summary>Gets an array of module infos for the specified process.</summary>
/// <param name="processId">The ID of the process whose modules should be enumerated.</param>
/// <returns>The array of modules.</returns>
internal static ProcessModuleCollection GetModules(int processId)
{
    // We don't have a good way of getting all of the modules of the particular process,
    // but we can at least get the path to the executable file for the process, and
    // other than for debugging tools, that's the main reason consumers of Modules care about it,
    // and why MainModule exists.
    try
    {
        string exePath = GetProcPath(processId);
        if (!string.IsNullOrEmpty(exePath))
        {
            return new ProcessModuleCollection(1)
            {
                new ProcessModule()
                {
                    FileName = exePath,
                    ModuleName = Path.GetFileName(exePath)
                }
            };
        }
    }
    catch { } // eat all errors
    return new ProcessModuleCollection(0);
namespace System.Diagnostics
{
    public partial class Process
    {
        /// <summary>
        /// Creates an array of <see cref="Process"/> components that are associated with process resources on a
        /// remote computer. These process resources share the specified process name.
        /// </summary>
        public static Process[] GetProcessesByName(string processName, string machineName)
        {
            if (processName == null)
            {
                processName = string.Empty;
            }

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

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

            return list.ToArray();
        }

        /// <summary>
        /// Gets or sets which processors the threads in this process can be scheduled to run on.
        /// </summary>
        private unsafe IntPtr ProcessorAffinityCore
        {
            get
            {
                throw new PlatformNotSupportedException(SR.ProcessorAffinityNotSupported);
            }
        }
    }
}
/// <summary>
/// Make sure we have obtained the min and max working set limits.
/// </summary>
private void GetWorkingSetLimits(out IntPtr minWorkingSet, out IntPtr maxWorkingSet)
{
    // We can only do this for the current process on OS X
    if (_processId != Interop.Sys.GetPid())
        throw new PlatformNotSupportedException(SR.OsxExternalProcessWorkingSetNotSupported);

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

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

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

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

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

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

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    new XElement("p", "Text placed in the public domain by Moby Lexical Tools, 1992.")
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new XElement("p", "XML version by Jon Bosak, 1996-1997."),
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<?xml version="1.0" encoding="utf-8"?>

<!--
Description:  a source with two atom:contributor elements produces no error
-->

<feed xmlns="http://www.w3.org/2005/Atom">
  <title>Example Feed</title>
  <link href="http://contoso.com/">
  <updated>2003-12-13T18:30:02Z</updated>
  <author>
    <name>Author Name</name>
  </author>
  <id>urn:uuid:60a76c80-d399-11d9-b93c-0003939e0af6</id>

  <entry>
    <source>
      <title>Source of all knowledge</title>
      <id>urn:uuid:28213c50-f84c-11d9-8cd6-0800200c9a66</id>
      <updated>2003-12-13T17:46:27Z</updated>
      <contributor>
        <name>John Smith</name>
      </contributor>
      <contributor>
        <name>input name</name>
      </contributor>
    </source>
    <title>Atom-Powered Robots Run Amok</title>
    <link href="http://contoso.com/2003/12/13/atom03/">
    <id>urn:uuid:1225c695-cfbb-4eaa-80da344efa6a</id>
    <updated>2003-12-13T18:30:02Z</updated>
    <summary>Some text.</summary>
  </entry>
</feed>
Atom-Powered Robots Run Amok

Some text.

<atom:contributor>
  <name>John Smith</name>
</atom:contributor>

<atom:contributor>
  <name>input name</name>
</atom:contributor>

Example Feed

Atom-Powered Robots Run Amok

Some text.

<atom:contributor>
  <name>John Smith</name>
</atom:contributor>

<atom:contributor>
  <name>input name</name>
</atom:contributor>
<feed xmlns="http://www.w3.org/2005/Atom">

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

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

</feed>

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

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

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

*/

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1.118 System.Interactive.Async 3.1.1

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1.120 time-stamp 1.1.0

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1.123 WixUIExtension 3.10

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1.124 zone.js 0.8.29

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