Open Source Used in Connected TAC Diagnostics Bridge 1.9.0

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1.6 @angular/http 7.2.15

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1.9 @angular/router 7.2.15
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1.11 ansi-wrap 0.1.0

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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.
        /// Whether the user can use SSH.
        /// </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>
        public bool AllowSudo
        { get; set; }
    }
}
/// 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>
/// The user's permission level, which must be the following:
/// </para>
/// </ul> <li>
/// </para>
/// </summary>
/// <code>deny</code>
/// </para>
/// </li> <li>
/// </para>
/// </code>show</code>
/// </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>
/// 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;
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.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>
        /// <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;
}

}
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; }
        }

        /// <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; }
        }
    }
}
/// <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>
/// </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;
}

}
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 Elastic Transcoder adds to the Amazon S3 bucket.
        /// </li>
        /// <li>
        /// <code>READ_ACP</code>: The grantee can read the object ACL for thumbnails Elastic Transcoder adds to the Amazon S3 bucket.
        /// </li>
        /// <li>
        /// <code>WRITE_ACP</code>: The grantee can write the ACL for the thumbnails Elastic Transcoder adds to the Amazon S3 bucket.
        /// </li>
        /// </ul>
        public List<string> Access { get { return _access; } set { _access = value; } }

        /// <summary>
        /// Gets and sets the property Grantee.
        /// </summary>
        /// <para>
        /// The AWS user that the permission is being granted to. This must be an AWS access key.
        /// </para>
        public string Grantee { get { return _grantee; } set { _grantee = value; } }

        /// <summary>
        /// Gets and sets the property GranteeType.
        /// </summary>
        /// <para>
        /// The type of the AWS user that is being granted the permission. Valid values include:
        /// </para>
        /// <ul>
        /// <li>
        /// <code>CanonicalUser</code>: The grantee is a canonical user.
        /// </li>
        /// <li>
        /// <code>CanonicalUserGroup</code>: The grantee is a canonical user group.
        /// </li>
        /// <li>
        /// <code>CanonicalUserGroupSubaccount</code>: The grantee is a canonical user group subaccount.
        /// </li>
        /// </ul>
        public string GranteeType { get { return _granteeType; } set { _granteeType = value; } }
    }
}
/// <summary>
/// Gets and sets the property Access.
/// <para>
/// The grantee has READ, READ_ACP, and WRITE_ACP permissions
/// for the thumbnails that Elastic Transcoder adds to the Amazon S3 bucket.
/// </para>
/// </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>
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;
}

/// <summary>
/// Gets and sets the property <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.
/// </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;
}
/// <code>Canonical</code>: Either the canonical user ID for an AWS account or an origin
/// access identity for an Amazon CloudFront distribution.
/// </para>
/// <important>
/// A canonical user ID is not the same as an AWS account number.
/// </important> </li> <li>
/// <code>Email</code>: The registered email address of an AWS account.
/// </para>
/// <li>
/// <code>Group</code>: One of the following predefined Amazon S3 groups: <code>AllUsers</code>,
/// <code>AuthenticatedUsers</code>, or <code>LogDelivery</code>.
/// </li> </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;
}

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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.
/// <para>
/// The contribution of this contributor expressed in Protection units. For example
/// </para>
/// <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;
}

}
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.
/// <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>
/// <ul>
/// <li>
/// <para>
/// <code>Canonical</code>: Either the canonical user ID for an AWS account or an origin
/// access identity for an Amazon CloudFront distribution.
/// </para>
/// </li>
/// <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>
/// </ul>
/// <important>
/// A canonical user ID is not the same as an AWS account number.
/// </important>
/// </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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 */

/*
 * Do not modify this file. This file is generated from the opsworks-2013-02-18.normal.json service model.
 */
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.
    /// </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>
    /// The current user 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;
    }

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

        internal bool IsSetGranteeId()
        {
            return this._granteeId != null;
        }

        /// <summary>
        /// Gets and sets the property GranteeType.
        /// </summary>
        public MemberType GranteeType
        {
            get { return this._granteeType; }
            set { this._granteeType = value; }
        }

        internal bool IsSetGranteeType()
        {
            return this._granteeType != null;
        }
    }
}
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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1.14 balloon-css 0.5.0

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1.15 bootstrap 4.3.1
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1.16 clipboard-js 0.3.6
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1.17 color-support 1.1.3

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1.18 CommandLineParser 2.5.0

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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)
/// <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)
    : this(true, author, 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(
                    new 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 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));
        for (var j = 0; j < 6; j++)
        {
            yearsPart.Append(' ');
        }
    }

    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#

Premise
These are suggestions don't be stuck to send pull requests just because you think that something written here is not
perfectly followed.
It is possible (or better is almost certain) that also the writer of this document violates some rule... but he tries to
adhere!
The project tree includes also two ReShaper files that I try to keep in sync with StyleCop.

Code Formatting
- 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
  public types.
- Kernel of 2.0+ has been rewritten following Functional Programming principles
- 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).
PR etiquette
A not discussed PULL REQUEST could lead only to extra work for project coordinator;
PR are well accepted, anyway they should be result of new or open discussions.

Breaking Changes
Please discuss any important modification or something that breaks the Public API.

Not covered here
You can take existing code as a model or write me.

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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- MS StyleCop
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  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
- A minor use of side-effects could be allowed if isolated to "out-side" world (e.g.: see Tokenizer type).
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Personally 99% of times I write the unit tests before the desired 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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You can take existing code as a model or write me.

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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>
    /// <returns><seealso cref="CommandLine.Text.CopyrightInfo"/></returns>
    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="author"/> is null or empty string. </exception>
    public CopyrightInfo(string author, int[] years)
    { ...}
public CopyrightInfo(string author, params int[] years)
{
    if (string.IsNullOrWhiteSpace(author)) throw new ArgumentException("author");
    if (years.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 DasMulli.Win32.ServiceUtils 1.2.0

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1.22 DotLiquid 2.0.314

1.22.1 Available under license:

```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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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 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>
        /// <param name="processors">The processors to set or get. If null, the process will run on any processor.
        /// </param>
        public void SetProcessAffinityMask(uint[] processors)
        {
            if (processors == null)
            {
                processors = new uint[0];
            }

            processors = processors.Distinct().ToArray();

            if (processors.Length >POSITORY.THREADS_SUPPORTED)
/// <summary>
private unsafe IntPtr ProcessorAffinityCore
{
    get
    {
        throw new PlatformNotSupportedException(SR.ProcessorAffinityNotSupported);
    }
    set
    {
        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)
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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<?xml version="1.0" encoding="utf-8"?>
<!--
Description:  a source with two atom:contributor elements produces no error
Expect:       !Error
-->
<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>
<creativeCommons:license>http://contoso.com/licenses/by/2.0/</creativeCommons:license>

<entry>
<title>Atom-Powered Robots Run Amok</title>
<link href="http://contoso.com/2003/12/13/atom03"/>
<id>urn:uuid:1225c695-cfb8-4ebb-aaa-80da344efa6a</id>
<updated>2003-12-13T18:30:02Z</updated>
<summary>Some text.</summary>
<creativeCommons:license>http://contoso.com/licenses/by/2.0/</creativeCommons:license>
</entry>
</feed>
<?xml version="1.0" encoding="utf-8"?>
<!--
Description: a feed with two atom:contributor elements
Expect: !Error
-->

<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"/>
    <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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1.68 Microsoft.DotNet.PlatformAbstractions

1.1.0

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    public abstract class License : IDisposable
    {
        /// <summary>
        /// When overridden in a derived class, gets the license key granted to this component.</summary>
        /// <summary>When overridden in a derived class, releases the license.</summary>
        public abstract string LicenseKey { get; }
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Bit Twiddling Hacks

By Sean Eron Anderson
seander@cs.stanford.edu

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// Authors:
using System;
using System.Collections.Generic;
using System.Security;


    [SecurityCritical (SecurityCriticalScope.Everything)]
    public class UseLicense {
        public UseLicense (string useLicense) {
            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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using System;
using System.Collections.Generic;
using System.Security;


[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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    //
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    //
    // Authors:
    //
    //
    // NOT COMPLETE

}
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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<Interfaces>
  <Interface>
    <InterfaceName>System.IDisposable</InterfaceName>
  </Interface>
</Interfaces>

<Docs>
  <remarks>
    <attribution license="cc4" from="Microsoft" modified="false" />
    <para>All components must call <see cref="M:System.ComponentModel.License.Dispose" /> for the licenses they grant when the component is disposed or finalized.</para>
  </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>

<Members>
  <Member MemberName=".ctor">
    <MemberSignature Language="C#" Value="protected License ();" />
    <MemberSignature Language="ILAsm" Value=".method familyhidebysig specialname rtspecialname instance void .ctor() cil managed" />
    <MemberType>Constructor</MemberType>
    <AssemblyInfo>
      <AssemblyVersion>1.0.5000.0</AssemblyVersion>
      <AssemblyVersion>2.0.0.0</AssemblyVersion>
      <AssemblyVersion>4.0.0.0</AssemblyVersion>
    </AssemblyInfo>
    <ReturnValue />
    <Parameters />
    <Docs>
      <remarks>To be added</remarks>
      <summary>
        <attribution license="cc4" from="Microsoft" modified="false" />
        <para>Initializes a new instance of the <see cref="T:System.ComponentModel.License" /> class.</para>
      </summary>
    </Docs>
  </Member>
  <Member MemberName="Dispose">
    <MemberSignature Language="C#" Value="public abstract void Dispose ();" />
    <MemberSignature Language="ILAsm" Value=".method public hidebysig newslot virtual instance void Dispose() cil managed" />
    <MemberType>Method</MemberType>
    <AssemblyInfo>
      <AssemblyVersion>1.0.5000.0</AssemblyVersion>
      <AssemblyVersion>2.0.0.0</AssemblyVersion>
      <AssemblyVersion>4.0.0.0</AssemblyVersion>
    </AssemblyInfo>
  </Member>
</Members>
All components must call <see cref="M:System.ComponentModel.License.Dispose" /> for the licenses that they grant when the component is disposed of or finalized.

A <see cref="T:System.ComponentModel.LicenseProvider" /> can use the licenses it grants to track its usage.


Always call <see cref="M:System.ComponentModel.License.Dispose" /> before you release your last reference to the <see cref="T:System.ComponentModel.License" />. Otherwise, the resources the <see cref="T:System.ComponentModel.License" /> is using will not be freed until garbage collection calls the <see cref="T:System.ComponentModel.License" /> object's destructor.

When overridden in a derived class, disposes of the resources used by the license.

To be added: an object of type 'string'

A <see cref="T:System.ComponentModel.LicenseProvider" /> can use any Unicode character string as a license key. The <see cref="P:System.ComponentModel.LicenseProvider.LicenseKey" /> should be treated as an opaque
cookie, that is, a cookie with a deliberately hidden internal structure.</para>
<summary>
<attribute license="cc4" from="Microsoft" modified="false" />
<para>When overridden in a derived class, gets the license key granted to this component.</para>
</summary>
</Docs>
</Member>
</Members>
</Type>
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    using System;
    using System.Diagnostics;
    using System.Security.Permissions;

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    /// <devdoc>
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        ///     When overridden in a derived class, gets the license key granted to this component.</devdoc>
        /// <devdoc>
        public abstract string LicenseKey { get; }

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    /*
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    {
        using System.Security.Permissions;
        using System.Security;
        using System.Data.SqlClient;

        static class Permission
        {

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

        static class Permission
        {


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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* gettext

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

* Benchmark Source Files

  Logic.cs and zipmark.cs are GPL source files.

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* mcs/munit24: MS-PL

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

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

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From: james.newtonking@gmail.com [mailto:james.newtonking@gmail.com] On Behalf Of James Newton-King
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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This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

HISTORY -

Early versions of this collector were developed as a part of research 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 (brazile@diamond.bbn.com) originally supplied the ULTRIX code.
Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk)
subsequently provided updates and information on variation between ULTRIX systems. Parag Patel (parag@netcom.com) supplied the A/UX code. Jesper Peterson (jep@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 Dosser 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.)

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using System;
using System.Collections;
	namespace Mono.ILASM {

    public class Permission
    {
        BaseTypeRef type_ref;

        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;
}
< MemberSignature Language="ILAsm" Value=".method familyhidebysig specialname rtspecialname instance void .ctor() cil managed" /> 
< MemberType >Constructor</MemberType> 
< AssemblyInfo> 
< AssemblyVersion >1.0.5000.0</AssemblyVersion> 
< AssemblyVersion >2.0.0.0</AssemblyVersion> 
< AssemblyVersion >4.0.0.0</AssemblyVersion> 
< AssemblyInfo> 
< ReturnValue /> 
< Parameters /> 
< Docs> 
< remarks>To be added</remarks> 
< summary> 
< attribution license="cc4" from="Microsoft" modified="false" /> 
< para>Initializes a new instance of the <see cref="T:System.ComponentModel.License" /> class. </para> 
</summary> 
</Docs> 
</Member> 
< Member MemberName="Dispose"> 
< MemberSignature Language="C#" Value="public abstract void Dispose ();" /> 
< MemberSignature Language="ILAsm" Value=".method public hidebysig newslot virtual instance void Dispose() cil managed" /> 
< MemberType >Method</MemberType> 
< AssemblyInfo> 
< AssemblyVersion >1.0.5000.0</AssemblyVersion> 
< AssemblyVersion >2.0.0.0</AssemblyVersion> 
< AssemblyVersion >4.0.0.0</AssemblyVersion> 
< AssemblyInfo> 
< ReturnValue> 
< ReturnType>System.Void</ReturnType> 
< Parameters /> 
< Docs> 
< remarks> 
< attribution license="cc4" from="Microsoft" modified="false" /> 
< para>All components must call <see cref="M:System.ComponentModel.License.Dispose" /> for the licenses that they grant when the component is disposed of or finalized. </para> 
< para>A <see cref="T:System.ComponentModel.LicenseProvider" /> can use the licenses it grants to track its usage. </para> 
< para>Call <see cref="M:System.ComponentModel.License.Dispose" /> when you are finished using the <see cref="T:System.ComponentModel.License" />. The <see cref="M:System.ComponentModel.License.Dispose" /> method leaves the <see cref="T:System.ComponentModel.License" /> in an unusable state. After calling <see cref="M:System.ComponentModel.License.Dispose" />, you must release all references to the <see cref="T:System.ComponentModel.License" /> so the memory it was occupying can be reclaimed by garbage collection. </para> 
< block subset="none" type="note"> 
< para>Always call <see cref="M:System.ComponentModel.License.Dispose" /> before you release your last reference to the <see cref="T:System.ComponentModel.License" "/>. Otherwise, the resources the <see
<paragraph cref="T:System.ComponentModel.License" /> is using will not be freed until garbage collection calls the <see cref="T:System.ComponentModel.License" /> object's destructor.</paragraph>

</block>

</remarks>

</summary>

</Docs>

</Member>

<Member MemberName="LicenseKey">

<MemberSignature Language="C#" Value="public abstract string LicenseKey { get; }" />

<MemberSignature Language="ILAsm" Value=".property instance string LicenseKey" />

<MemberType>Property</MemberType>

<AssemblyInfo>

<AssemblyVersion>1.0.5000.0</AssemblyVersion>

<AssemblyVersion>2.0.0.0</AssemblyVersion>

<AssemblyVersion>4.0.0.0</AssemblyVersion>

</AssemblyInfo>

<ReturnValue>

<ReturnType>System.String</ReturnType>

</ReturnValue>

<Docs>

<value>To be added: an object of type 'string'</value>

<remarks>

<A attribution license="cc4" from="Microsoft" modified="false" />

<para>A <see cref="T:System.ComponentModel.LicenseProvider" /> can use any Unicode character string as a license key. The <see cref="P:System.ComponentModel.License.LicenseKey" /> should be treated as an opaque cookie, that is, a cookie with a deliberately hidden internal structure.</para>

</remarks>

</Docs>

</Member>

</Members>

</Type>

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1.91 MySqlConnector 0.54.0

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1.92 NCrontab 3.3.1

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1.94 Newtonsoft.Json 12.0.2

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1.99 NLog 4.6.3

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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>
    /// <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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https://github.com/madler/zlib
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/* zlib.h -- interface of the 'zlib' general purpose compression library
   version 1.2.11, January 15th, 2017

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Bit Twiddling Hacks

By Sean Eron Anderson
seander@cs.stanford.edu

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1.117 System.Diagnostics.DiagnosticSource

4.5.0

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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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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 sysctlname()

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}\n", 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}\n", 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);
}
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>
        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 fails 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)
{
    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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new XElement("Im",
    new XElement("p", "Text placed in the public domain by Moby Lexical Tools, 1992."),
    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
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-80da344efa6a</id>
  <updated>2003-12-13T18:30:02Z</updated>
  <summary>Some text.</summary>
</entry>
</feed>
<id>urn:uuid:60a76c80-d399-11d9-b93C-0003939e0af6</id>
<creativeCommons:license>http://contoso.com/licenses/by/2.0/</creativeCommons:license>

<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>
<creativeCommons:license>http://contoso.com/licenses/by/2.0/</creativeCommons:license>
</entry>

</feed>

<?xml version="1.0" encoding="utf-8"?>
<!--
Description: entry with multiple atom:contributor elements
Expect: !Error
-->

<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>
<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>
<contributor>
  <name>John Smith</name>
</contributor>
<contributor>
  <name>input name</name>
</contributor>
</entry>

</feed>

<?xml version="1.0" encoding="utf-8"?>
<!--
Description: a feed with two atom:contributor elements
-->

<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>
<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>
<contributor>
  <name>John Smith</name>
</contributor>
<contributor>
  <name>input name</name>
</contributor>
</entry>

</feed>
Expect: !Error
-->

<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"/>
    <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
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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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1.121 tslerp2 2.0.0

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1.122 tslib 1.9.3

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1.124 zone.js 0.8.29

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