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1.255 nghttp2 1.65.0-r0
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A. HISTORY OF THE SOFTWARE
=====

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the

software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see <http://www.opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3				
2.1.2	2002	PSF	yes	
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes

2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes
3.1.2	3.1	2010	PSF	yes
3.2	3.1	2010	PSF	yes

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Distutils2 Contributors

=====

The Distutils2 project was started by Tarek Ziad and is currently maintained by ric Araujo. Many people have contributed to the project.

distlib has started off using some of the code from distutil2.

If you're making a patch, please add your name below in alphabetical order, and welcome into the Fellowship of the Packaging!

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Metadata-Version: 1.0

Name: setuptools

Version: 0.6c9

Summary: Download, build, install, upgrade, and uninstall Python packages -- easily!

Home-page: <http://pypi.org/pypi/setuptools>

Author: Phillip J. Eby

Author-email: distutils-sig@python.org

License: PSF or ZPL

Description: =====

Installing and Using Setuptools

=====

.. contents:: **Table of Contents**

----- Installation Instructions -----

Windows

=====

Install setuptools using the provided ``.exe`` installer. If you've previously installed older versions of setuptools, please delete all ``setuptools\*.egg`` and ``setuptools.pth`` files from your system's ``site-packages`` directory (and any other ``sys.path`` directories) FIRST.

If you are upgrading a previous version of setuptools that was installed using an ``.exe`` installer,
please be sure to also **uninstall that older version**
via your system's "Add/Remove Programs" feature, BEFORE installing the newer version.

Once installation is complete, you will find an ``easy\_install.exe`` program in your Python ``Scripts`` subdirectory. Be sure to add this directory to your ``PATH`` environment variable, if you haven't already done so.

RPM-Based Systems

=====

Install setuptools using the provided source RPM. The included ``.spec`` file assumes you are installing using the default ``python`` executable, and is not specific to a particular Python version. The ``easy\_install`` executable will be installed to a system ``bin`` directory such as ``/usr/bin``.

If you wish to install to a location other than the default Python installation's default ``site-packages`` directory (and ``\$prefix/bin`` for scripts), please use the ``.egg``-based
installation approach described in the
following section.

Cygwin, Mac OS X, Linux, Other

=====

1. Download the appropriate egg for your version of Python (e.g. ``setuptools-0.6c9-py2.4.egg``). Do NOT rename it.

2. Run it as if it were a shell script, e.g. `sh setuptools-0.6c9-py2.4.egg`. Setuptools will install itself using the matching version of Python (e.g. `python2.4`), and will place the `easy_install` executable in the default location for installing Python scripts (as determined by the standard distutils configuration files, or by the Python installation).

If you want to install setuptools to somewhere other than `site-packages` or your default distutils installation locations for libraries and scripts, you may include EasyInstall command-line options such as `--prefix`, `--install-dir`, and so on, following the `.egg` filename on the same

command line. For example::

```
sh setuptools-0.6c9-py2.4.egg --prefix=~
```

You can use `--help` to get a full options list, but we recommend consulting the `EasyInstall manual` for detailed instructions, especially the section on custom installation locations.

.. `_EasyInstall manual`: <http://peak.telecommunity.com/DevCenter/EasyInstall>
.. the section on custom installation locations: <http://peak.telecommunity.com/DevCenter/EasyInstall#custom-installation-locations>

Cygwin Note

If you are trying to install setuptools for the **Windows** version of Python (as opposed to the Cygwin version that lives in `/usr/bin`), you must make sure that an appropriate executable (`python2.3`, `python2.4`, or `python2.5`) is on your **Cygwin** `PATH` when invoking the egg. For example, doing the following at a Cygwin bash prompt will install setuptools for the **Windows** Python found at `C:\Python24`:

```
ln -s /cygdrive/c/Python24/python.exe python2.4
PATH=.:$PATH sh setuptools-0.6c9-py2.4.egg
rm python2.4
```

Downloads

=====

All setuptools downloads can be found at the project's home page in the Python Package Index. Scroll to the very bottom of the page to find the links.

.. the project's home page in the Python Package Index: <http://pypi.org/pypi/setuptools>

In addition to the PyPI downloads, the development version of `setuptools`

is available from the `Python SVN sandbox`_, and in-development versions of the `0.6 branch`_ are available as well.

.. _0.6 branch: <http://svn.python.org/projects/sandbox/branches/setuptools-0.6/#egg=setuptools-dev06>

.. _Python SVN sandbox: <http://svn.python.org/projects/sandbox/trunk/setuptools/#egg=setuptools-dev>

Using
Setuptools and EasyInstall

Here are some of the available manuals, tutorials, and other resources for learning about Setuptools, Python Eggs, and EasyInstall:

- * `The EasyInstall user's guide and reference manual`_
- * `The setuptools Developer's Guide`_
- * `The pkg\_resources API reference`_
- * `Package Compatibility Notes`_ (user-maintained)
- * `The Internal Structure of Python Eggs`_

Questions, comments, and bug reports should be directed to the `distutils-sig mailing list`_. If you have written (or know of) any tutorials, documentation, plug-ins, or other resources for setuptools users, please let us know about them there, so this reference list can be updated. If you have working, *tested* patches to correct problems or add features, you may submit them to the `setuptools bug tracker`_.

.. _setuptools bug tracker: <http://bugs.python.org/setuptools/>
.. _Package Compatibility Notes: <http://peak.telecommunity.com/DevCenter/PackageNotes>
.. _The Internal Structure of Python Eggs: <http://peak.telecommunity.com/DevCenter/EggFormats>
.. _The setuptools Developer's Guide: <http://peak.telecommunity.com/DevCenter/setuptools>
.. _The pkg_resources API reference: <http://peak.telecommunity.com/DevCenter/PkgResources>
.. _The EasyInstall user's guide and reference manual: <http://peak.telecommunity.com/DevCenter/EasyInstall>
.. _distutils-sig mailing list: <http://mail.python.org/pipermail/distutils-sig/>

Credits

* The original design for the ``.egg`` format and the ``pkg\_resources`` API was co-created by Phillip Eby and Bob Ippolito. Bob also implemented the first version of ``pkg\_resources``, and supplied the OS X operating system version compatibility algorithm.

* Ian Bicking implemented many early "creature

comfort" features of

easy_install, including support for downloading via Sourceforge and Subversion repositories. Ian's comments on the Web-SIG about WSGI application deployment also inspired the concept of "entry points" in eggs, and he has given talks at PyCon and elsewhere to inform and educate the community about eggs and setuptools.

* Jim Fulton contributed time and effort to build automated tests of various aspects of ``easy\_install``, and supplied the doctests for the command-line ``.exe`` wrappers on Windows.

* Phillip J. Eby is the principal author and maintainer of setuptools, and first proposed the idea of an importable binary distribution format for Python application plug-ins.

* Significant parts of the implementation of setuptools were funded by the Open Source Applications Foundation, to provide a plug-in infrastructure for the Chandler PIM application.

In addition, many OSAF staffers (such as Mike "Code Bear" Taylor) contributed their time and stress as guinea pigs for the use of eggs and setuptools, even before eggs were "cool". (Thanks, guys!)

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must

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1.4 libidn 2.3.7-r0

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# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=10
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
buildid="$srcdir/$_pkgreal-$pkgver"

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLOCAL=1
    make
}

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85"
```

```

BSD-Resource-1.2911.tar.gz
"
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
0001-bsd-games-scores-dir.patch
"
options="!check" # no tests

build() {
# some GNU autoconf options are ignored, but it works
./configure \
--build=$CBUILD \
--host=$CHOST \
--prefix=/usr \
--sysconfdir=/etc \
--mandir=/usr/share/man \
--scoredir=/usr/share/$pkgname
make
}

package() {
make DESTDIR="$pkgdir" install
install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"
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```

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```
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check" # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-$pkgver.tar.bz2"
"
```

```
builddir="$srcdir"/libart-lgpl-$pkgver
```

```
prepare() {
    update_config_sub
    default_prepare
}
```

```
build() {
    ./configure \
        --build=$CBUILD \
        --host=$CHOST \
        --prefix=/usr
    make
}
```

```
package() {
    make DESTDIR="$pkgdir" install
}
```

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020 libart_lgpl-2.3.21.tar.bz2"
mini_sendmail - accept email on behalf of real sendmail

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SUCH DAMAGE.

Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>

Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>

pkgname=spdx-licenses

pkgver=3.26.0

pkgrel=0

pkgdesc="Various data formats for the SPDX License List"

url="https://spdx.org/"

arch="noarch"

options="!check" # no test suite

license="CC-BY-3.0"

source="license-list-data-\$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v\$pkgver.tar.gz"

builddir="\$srcdir/license-list-data-\$pkgver"

subpackages="\$pkgname-list"

_types="html json rdfa rdnt rdfturtle rdfxml template text"

for type in \$_types; do

subpackages="\$subpackages \$pkgname-\$type:_subpkg"

done

```

package() {
    mkdir -p "$pkgdir"
}

_subpkg() {
    local type=${subpkgname/$pkgname-/}
    pkgdesc="$pkgdesc ($type)"
    install_if="$pkgname=$pkgver-r$pkgrel"
    mkdir -p "$subpkgdir"/usr/share/spdx
    cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
    pkgdesc="$pkgdesc (licence list)"
    mkdir -p "$subpkgdir"/usr/share/spdx
    local i; for i in "$builddir"/text/*.txt;
    do
        local license=${i##*/}
        echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
    done
}

sha512sums="
67e618d4642dfe4f366935d9514d6f7941d3711e77c49bc1b340ac572d36015981b8f10c72a9f80f1d83e132ae7e5093c
0155e0c0e786e4777ee16d1cb7b885a license-list-data-3.26.0.tar.gz
"

# Contributor: Patrycja Rosa <alpine@ptrcnll.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnll.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
cdefs.h
queue.h
tree.h
"

builddir="$srcdir"
options="!check" # just headers

package() {
    mkdir -p "$pkgdir"
    install -Dm644 -t "$pkgdir"/usr/include/sys \
        cdefs.h queue.h tree.h
}

```

```

}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"

```

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The Kohonen neural network code for color optimization was written by Anthony Dekker.

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:

"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95

<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>

Contributor: Dhruvin Gandhi <contact@dhruvin>

Maintainer: Patrycja Rosa <alpine@ptrcnull.me>

pkgname=py3-license-expression

_pkgname=license_expression

pkgver=30.4.1

pkgrel=0

pkgdesc="Library to parse, compare, simplify and normalize license expressions"

url="https://github.com/nexB/license-expression"

arch="noarch"

license="Apache-2.0"

```

depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir/${_pkgname}-${pkgver}"

build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

check() {
    python3 -m venv --clear --without-pip --system-site-packages .testenv
    .testenv/bin/python3 -m installer .dist/*.whl
    .testenv/bin/python3 -m pytest
}

package() {
    python3 -m installer -d "$pkgdir" \
        .dist/*.whl
}

sha512sums="
114c630f098939757e49187e35b4e54883266a2ee9ca283724992420ef4c860f9606a8342da0ab74d93627c10805f312
fda3f699cbc7c4fbd47a71e220440fb0
    license_expression-30.4.1.tar.gz
"

/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

/*
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*

* @(#)queue.h 8.5 (Berkeley) 8/20/94

*/

```
#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_
```

/*

* This file defines five types of data structures: singly-linked lists,
 * lists, simple queues, tail queues, and circular queues.
 *
 * A singly-linked list is headed by a single forward pointer. The
 * elements are singly linked for minimum space and
 * pointer manipulation
 * overhead at the expense of O(n) removal for arbitrary elements. New
 * elements can be added to the list after an existing element or at the
 * head of the list. Elements being removed from the head of the list
 * should use the explicit macro for this purpose for optimum
 * efficiency. A singly-linked list may only be traversed in the forward
 * direction. Singly-linked lists are ideal for applications with large
 * datasets and few or no removals or for implementing a LIFO queue.

*

* A list is headed by a single forward pointer (or an array of forward
 * pointers for a hash table header). The elements are doubly linked
 * so that an arbitrary element can be removed without a need to
 * traverse the list. New elements can be added to the list before
 * or after an existing element or at the head of the list. A list
 * may only be traversed in the forward direction.

*

* A simple queue is headed by a pair of pointers, one the head of the
 * list and the
 * other to the tail of the list. The elements are singly
 * linked to save space, so elements can only be removed from the
 * head of the list. New elements can be added to the list after
 * an existing element, at the head of the list, or at the end of the
 * list. A simple queue may only be traversed in the forward direction.

*

- * A tail queue is headed by a pair of pointers, one to the head of the
- * list and the other to the tail of the list. The elements are doubly
- * linked so that an arbitrary element can be removed without a need to
- * traverse the list. New elements can be added to the list before or
- * after an existing element, at the head of the list, or at the end of
- * the list. A tail queue may be traversed in either direction.
- *
- * A circle queue is headed by a pair of pointers, one to the head of the
- * list and the other to the tail of the list. The elements are doubly
- * linked so that an arbitrary element can be removed without a need to
- * traverse the list. New elements
- can be added to the list before or after
- * an existing element, at the head of the list, or at the end of the list.
- * A circle queue may be traversed in either direction, but has a more
- * complex end of list detection.
- *
- * For details on the use of these macros, see the queue(3) manual page.
- */

```
/*
 * Include the definition of NULL only on NetBSD because sys/null.h
 * is not available elsewhere. This conditional makes the header
 * portable and it can simply be dropped verbatim into any system.
 * The caveat is that on other systems some other header
 * must provide NULL before the macros can be used.
 */
```

```
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif
```

```
/*
 * Singly-linked List definitions.
 */
#define SLIST_HEAD(name, type) \
struct name { \
    struct type *slh_first; /* first \
    element */ \
}
```

```

#define SLIST_HEAD_INITIALIZER(head)  \
{ NULL }

#define SLIST_ENTRY(type)  \
struct {  \
    struct type *sle_next; /* next element */  \
}

/*
 * Singly-linked List access methods.
 */
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)  \
for((var) = (head)->slh_first;  \
    (var) != SLIST_END(head);  \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)  \
for ((var) = SLIST_FIRST((head));  \
    (var) != SLIST_END(head) &&  \
    ((tvar) = SLIST_NEXT((var), field), 1);  \
    (var) = (tvar))

/*
 * Singly-linked List functions.
 */
#define SLIST_INIT(head) do {  \
    (head)->slh_first = SLIST_END(head);  \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {  \
    (elm)->field.sle_next = (slistelm)->field.sle_next;  \
    (slistelm)->field.sle_next  \
    = (elm);  \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {  \
    (elm)->field.sle_next = (head)->slh_first;  \
    (head)->slh_first = (elm);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {  \
    (slistelm)->field.sle_next =  \
        SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

```

```

} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do { \
    (head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do { \
    if ((head)->slh_first == (elm)) { \
        SLIST_REMOVE_HEAD((head), field); \
    } \
    else { \
        struct type *curelm = (head)->slh_first; \
        while(curelm->field.sle_next != (elm)) \
            curelm = curelm->field.sle_next; \
        curelm->field.sle_next = \
            curelm->field.sle_next->field.sle_next; \
    } \
} while (/*CONSTCOND*/0)

/*
 * List definitions.
 */
#define LIST_HEAD(name, type) \
struct name { \
    struct type *lh_first; /* first element */ \
}

#define LIST_HEAD_INITIALIZER(head) \
{ NULL }

#define LIST_ENTRY(type) \
struct { \
    struct type *le_next; /* next element */ \
    struct type **le_prev; /* address of previous next element */ \
}

/*
 * List access methods.
 */
#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL
#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field) \
for ((var) = ((head)->lh_first); \
     (var) != LIST_END(head); \

```

```

(var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = LIST_FIRST((head)); \
    (var) != LIST_END(head) && \
    ((tvar) = LIST_NEXT((var), field), 1); \
    (var) = (tvar))

#define LIST_MOVE(head1, head2) do { \
    LIST_INIT((head2)); \
    if (!LIST_EMPTY((head1))) \
    { \
        (head2)->lh_first = (head1)->lh_first; \
        LIST_INIT((head1)); \
    } \
} while (/*CONSTCOND*/0)

/*
 * List functions.
 */
#ifdef QUEUEDEBDEBUG
#define QUEUEDEBDEBUG_LIST_INSERT_HEAD(head, elm, field) \
if ((head)->lh_first && \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
    QUEUEDEBDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBDEBUG_LIST_OP(elm, field) \
if ((elm)->field.le_next && \
    (elm)->field.le_next->field.le_prev != \
    &(elm)->field.le_next) \
    QUEUEDEBDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
        __FILE__, __LINE__); \
if (*(elm)->field.le_prev != (elm)) \
    QUEUEDEBDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
        __FILE__, __LINE__);
#define QUEUEDEBDEBUG_LIST_POSTREMOVE(elm, field) \
(elm)->field.le_next = (void *)1L; \
(elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBDEBUG_LIST_OP(elm, field)
#define QUEUEDEBDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do { \
    (head)->lh_first = LIST_END(head); \
} while (/*CONSTCOND*/0)

```

```

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    if (((elm)->field.le_next = (listelm)->field.le_next) != \
        LIST_END(head)) \
        (listelm)->field.le_next->field.le_prev = \
            &(elm)->field.le_next; \
    (listelm)->field.le_next = (elm); \
    (elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    (elm)->field.le_prev = (listelm)->field.le_prev; \
    (elm)->field.le_next = (listelm); \
    *(listelm)->field.le_prev = (elm); \
    (listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.le_next \
        = (head)->lh_first) != LIST_END(head)) \
        (head)->lh_first->field.le_prev = &(elm)->field.le_next; \
    (head)->lh_first = (elm); \
    (elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do { \
    QUEUEDEBUG_LIST_OP((elm), field) \
    if ((elm)->field.le_next != NULL) \
        (elm)->field.le_next->field.le_prev = \
            (elm)->field.le_prev; \
    *(elm)->field.le_prev = (elm)->field.le_next; \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do { \
    if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
        (elm2)->field.le_next->field.le_prev = \
            &(elm2)->field.le_next; \
    (elm2)->field.le_prev = (elm)->field.le_prev; \
    *(elm2)->field.le_prev = (elm2); \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.

```

```

*/
#define SIMPLEQ_HEAD(name, type)  \
struct name {  \
    struct  \
    type *sqh_first; /* first element */  \
    struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)  \
{ NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)  \
struct {  \
    struct type *sqe_next; /* next element */  \
}

/*
 * Simple queue access methods.
 */
#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL
#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)  \
for ((var) = ((head)->sqh_first);  \
     (var) != SIMPLEQ_END(head);  \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)  \
for ((var) = ((head)->sqh_first);  \
     (var) != SIMPLEQ_END(head) &&  \
     ((next = ((var)->field.sqe_next)), 1);  \
     (var) = (next))

/*
 * Simple queue functions.
 */
#define SIMPLEQ_INIT(head) do {  \
    (head)->sqh_first = NULL;  \
    (head)->sqh_last  \
    = &(head)->sqh_first;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {  \
    if (((elm)->field.sqe_next = (head)->sqh_first) == NULL)  \
        (head)->sqh_last = &(elm)->field.sqe_next;  \
    (head)->sqh_first = (elm);  \
}

```

```

} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.sqe_next = NULL; \
    *(head)->sqh_last = (elm); \
    (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
    (listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do { \
    if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
        (head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
    if \
        (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
         == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do { \
    if ((head)->sqh_first == (elm)) { \
        SIMPLEQ_REMOVE_HEAD((head), field); \
    } else { \
        struct type *curelm = (head)->sqh_first; \
        while (curelm->field.sqe_next != (elm)) \
            curelm = curelm->field.sqe_next; \
        if ((curelm->field.sqe_next = \
            curelm->field.sqe_next->field.sqe_next) == NULL) \
            (head)->sqh_last = &(curelm)->field.sqe_next; \
    } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do { \
    if (!SIMPLEQ_EMPTY((head2))) { \
        *(head1)->sqh_last = (head2)->sqh_first; \
        (head1)->sqh_last = (head2)->sqh_last; \
        SIMPLEQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field) \

```

```

(SIMPLEQ_EMPTY((head)) ? \
NULL : \
    ((struct type
*)(void *) \
    ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
 * Tail queue definitions.
 */
#define _TAILQ_HEAD(name, type, qual) \
struct name { \
    qual type *tqh_first; /* first element */ \
    qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head) \
{ TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual) \
struct { \
    qual type *tqe_next; /* next element */ \
    qual type *qual *tqe_prev; /* address of previous next element */ \
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
 * Tail queue access methods.
 */
#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
    (((struct headname *) (void *)((head)->tqh_last))->tqh_last)
#define TAILQ_PREV(elm, headname, field) \
    (((struct headname *) (void *)((elm)->field.tqe_prev))->tqh_last)
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

#define TAILQ_FOREACH(var, head, field) \
for ((var) = ((head)->tqh_first); \
    (var) != TAILQ_END(head); \
    (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->tqh_first); \
    (var) != TAILQ_END(head) && \

```



```

((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
for ((var) = TAILQ_LAST((head), headname); \
    (var) != TAILQ_END(head); \
    (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
for ((var) = TAILQ_LAST((head), headname); \
    (var) != TAILQ_END(head) && \
    ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
 * Tail queue functions.
 */
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, \
    elm, field) \
    if ((head)->tqh_first && \
        (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
        QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field) \
    if (*(head)->tqh_last != NULL) \
        QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field) \
    if ((elm)->field.tqe_next && \
        (elm)->field.tqe_next->field.tqe_prev != \
        &(elm)->field.tqe_next) \
        QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
            __FILE__, __LINE__); \
    if (*(elm)->field.tqe_prev != (elm)) \
        QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field) \
    if ((elm)->field.tqe_next == NULL && \
        (head)->tqh_last != &(elm)->field.tqe_next) \
        QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \
            (head), (elm), __FILE__, \
            __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field) \
    (elm)->field.tqe_next = (void *)1L; \
    (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)

```

```

#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
    (head)->tqh_first = TAILQ_END(head); \
    (head)->tqh_last = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head)) \
    (head)->tqh_first->field.tqe_prev = \
        &(elm)->field.tqe_next; \
    else \
    (head)->tqh_last = &(elm)->field.tqe_next; \
    (head)->tqh_first = (elm); \
    (elm)->field.tqe_prev = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head, \
    elm, field) do { \
    QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
    (elm)->field.tqe_next = TAILQ_END(head); \
    (elm)->field.tqe_prev = (head)->tqh_last; \
    *(head)->tqh_last = (elm); \
    (head)->tqh_last = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBUG_TAILQ_OP((listelm), field) \
    if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
        TAILQ_END(head)) \
    (elm)->field.tqe_next->field.tqe_prev = \
        &(elm)->field.tqe_next; \
    else \
    (head)->tqh_last = &(elm)->field.tqe_next; \
    (listelm)->field.tqe_next = (elm); \
    (elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBUG_TAILQ_OP((listelm), field) \
    (elm)->field.tqe_prev = (listelm)->field.tqe_prev; \
    (elm)->field.tqe_next = (listelm); \
    *(listelm)->field.tqe_prev = (elm); \
    (listelm)->field.tqe_prev

```

```

= &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do { \
    QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field) \
    QUEUEDEBUG_TAILQ_OP((elm), field) \
    if (((elm)->field.tqe_next) != TAILQ_END(head)) \
        (elm)->field.tqe_next->field.tqe_prev = \
            (elm)->field.tqe_prev; \
    else \
        (head)->tqh_last = (elm)->field.tqe_prev; \
    *(elm)->field.tqe_prev = (elm)->field.tqe_next; \
    QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do { \
    if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
        TAILQ_END(head)) \
        (elm2)->field.tqe_next->field.tqe_prev = \
            &(elm2)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm2)->field.tqe_next; \
    (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
    *(elm2)->field.tqe_prev = (elm2); \
    QUEUEDEBUG_TAILQ_POSTREMOVE((elm), \
        field); \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do { \
    if (!TAILQ_EMPTY(head2)) { \
        *(head1)->tqh_last = (head2)->tqh_first; \
        (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
        (head1)->tqh_last = (head2)->tqh_last; \
        TAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

/*
 * Singly-linked Tail queue declarations.
 */
#define STAILQ_HEAD(name, type) \
struct name { \
    struct type *stqh_first; /* first element */ \
    struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).stqh_first }

```

```

#define STAILQ_ENTRY(type) \
struct { \
    struct type *stqe_next; /* next element */ \
}

/*
 * Singly-linked Tail queue access methods.
 */
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head) \
    == STAILQ_END(head))

/*
 * Singly-linked Tail queue functions.
 */
#define STAILQ_INIT(head) do { \
    (head)->stqh_first = NULL; \
    (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (head)->stqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.stqe_next = NULL; \
    *(head)->stqh_last = (elm); \
    (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (listelm)->field.stqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do { \
    if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
        == NULL) \
        (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do { \

```

```

if ((head)->stqh_first == (elm)) { \
    STAILQ_REMOVE_HEAD((head), field); \
} else { \
    struct type *curelm = (head)->stqh_first; \
    while (curelm->field.stqe_next != (elm)) \
        curelm = curelm->field.stqe_next; \
    if ((curelm->field.stqe_next = \
        curelm->field.stqe_next->field.stqe_next) == NULL) \
        (head)->stqh_last = &(curelm->field.stqe_next); \
} \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field) \
    for ((var) = ((head)->stqh_first); \
        (var); \
        (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \
    for ((var) = STAILQ_FIRST((head)); \
        (var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
        (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do { \
    if (!STAILQ_EMPTY((head2))) { \
        *(head1)->stqh_last \
        = (head2)->stqh_first; \
        (head1)->stqh_last = (head2)->stqh_last; \
        STAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field) \
    (STAILQ_EMPTY((head)) ? \
    NULL : \
    ((struct type *) (void *) \
    ((char *)((head)->stqh_last) - offsetof(struct type, field))))

#ifdef _KERNEL
/*
 * Circular queue definitions. Do not use. We still keep the macros
 * for compatibility but because of pointer aliasing issues their use
 * is discouraged!
 */

/*
 * __launder_type(): We use this ugly hack to work around the the compiler
 * noticing that two types may not alias each other and elide tests in code.

```

* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
 * 'struct type *' (see CIRCLEQ_HEAD()). Modern compilers (such as GCC
 * 4.8) declare these comparisons as always false, causing the code to
 * not run as designed.
 *
 * This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
 *
 * If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
 * this by changing the head/tail sentinel values, but see the note above
 * this one.
 */

```
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
    __asm __volatile("" : "+r" (__x));
    return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field) \
    if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
        (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
        QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
            __FILE__, __LINE__); \
    if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
        (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
        QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field) \
    if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
        if ((head)->cqh_last != (elm)) \
            QUEUEDEBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
                (elm), __FILE__, __LINE__); \
    } else { \
        if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
            QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
                (elm), __FILE__, __LINE__); \
    } \
    if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
        if ((head)->cqh_first != (elm)) \
            QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
                (elm), __FILE__, __LINE__); \
    } else { \
        if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
            QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
                (elm), __FILE__, __LINE__); \
    }
#endif
```

```

        (elm), __FILE__, __LINE__); \
    }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field) \
    (elm)->field.cqe_next = (void *)1L; \
    (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type) \
struct name { \
    struct type *cqh_first; /* \
    first element */ \
    struct type *cqh_last; /* last element */ \
}

#define CIRCLEQ_HEAD_INITIALIZER(head) \
    { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \
struct { \
    struct type *cqe_next; /* next element */ \
    struct type *cqe_prev; /* previous element */ \
}

/*
 * Circular queue functions.
 */
#define CIRCLEQ_INIT(head) do { \
    (head)->cqh_first = CIRCLEQ_END(head); \
    (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm)->field.cqe_next; \
    (elm)->field.cqe_prev = (listelm); \
    if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm); \
    else \
        (listelm)->field.cqe_next->field.cqe_prev = (elm); \
    (listelm)->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,

```

```

listelm, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm); \
    (elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
    if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (listelm)->field.cqe_prev->field.cqe_next = (elm); \
    (listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next = (head)->cqh_first; \
    (elm)->field.cqe_prev = CIRCLEQ_END(head); \
    if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm); \
    else \
        (head)->cqh_first->field.cqe_prev = (elm); \
    (head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next \
    = CIRCLEQ_END(head); \
    (elm)->field.cqe_prev = (head)->cqh_last; \
    if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (head)->cqh_last->field.cqe_next = (elm); \
    (head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_REMOVE(head, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field) \
    if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm)->field.cqe_prev; \
    else \
        (elm)->field.cqe_next->field.cqe_prev = \
            (elm)->field.cqe_prev; \
    if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm)->field.cqe_next; \
    else \
        (elm)->field.cqe_prev->field.cqe_next = \
            (elm)->field.cqe_next; \
} while (/*CONSTCOND*/0)

```



```

QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->cqh_first); \
    (var) != CIRCLEQ_ENDC(head); \
    (var) \
    = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
for ((var) = ((head)->cqh_last); \
    (var) != CIRCLEQ_ENDC(head); \
    (var) = ((var)->field.cqe_prev))

/*
 * Circular queue access methods.
 */

#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__launter_type(head))
/* For assignments */
#define CIRCLEQ_END(head) ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
    (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
    (((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
    ? ((head)->cqh_first) \
    : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
    (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
    ? ((head)->cqh_last) \
    : \
    (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */

# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite

```

```

url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gp517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"          # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
    gp517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

package() {
    gp517 install-wheel --destdir "$pkgdir" \
        .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
    flake8-copyright-0.2.4.tar.gz
"

#ifdef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS

```

```

#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct) fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Maintainer: fossdd <fossdd@pwned.life>
pkgname=cargo-license
pkgver=0.6.1
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
    default_prepare

    cargo fetch --target="$CTARGET" --locked
}

build() {
    cargo auditable build --release --frozen
}

check() {
    cargo test --frozen
}

package() {
    install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
36215145e79965be090ae2f5ce6f5eb208465eb67a94c26bed1fe70a131c46c6dc35695e30852759b7366883fbc3caf00
272d796ac634f0a5e1d49232b6b29d5 cargo-license-0.6.1.tar.gz
"

/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*

```

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 */

```
#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y) \
  ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \
   (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif
```

```
#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif
```

```
/*
 * This file defines data structures for different types of trees:
 * splay trees and red-black trees.
 *
 * A splay tree is a self-organizing
```

data structure. Every operation

- * on the tree causes a splay to happen. The splay moves the requested
- * node to the root of the tree and partly rebalances it.

*

- * This has the benefit that request locality causes faster lookups as
- * the requested nodes move to the top of the tree. On the other hand,
- * every lookup causes memory writes.

*

- * The Balance Theorem bounds the total access time for m operations
- * and n inserts on an initially empty tree as $O((m + n)\lg n)$. The
- * amortized cost for a sequence of m accesses to a splay tree is $O(\lg n)$;

*

- * A red-black tree is a binary search tree with the node color as an
- * extra attribute. It fulfills a set of conditions:

- * - every search path from the root to a leaf consists of the
- * same number of black nodes,
- * - each red node (except for the root) has a black parent,
- * - each leaf node is black.

*

- * Every operation on a red-black tree is bounded as $O(\lg n)$.

- * The maximum height of a red-black tree is $2\lg(n+1)$.

*/

```
#define SPLAY_HEAD(name, type) \
struct name { \
    struct type *sph_root; /* root of the tree */ \
}
```

```
#define SPLAY_INITIALIZER(root) \
{ NULL }
```

```
#define SPLAY_INIT(root) do { \
    (root)->sph_root = NULL; \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_ENTRY(type) \
struct { \
    struct type *spe_left; /* left element */ \
    struct type *spe_right; /* right element */ \
}
```

```
#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)
```

```
/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
```

```
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
```

```

    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
    SPLAY_RIGHT((head)->sph_root, \
    field) = SPLAY_LEFT(tmp, field); \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do { \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
    SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
    SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
    SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
    SPLAY_PROTOTYPE(name, type, field, cmp) \
    void name##_SPLAY(struct name *, struct type *); \
    void name##_SPLAY_MINMAX(struct name *, int); \
    struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
    struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
    \
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) \
        return(NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) \

```

```

    return (head->sph_root); \
return (NULL); \
} \
\
static __inline __sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
    name##_SPLAY(head, elm); \
    if (SPLAY_RIGHT(elm, field) != NULL) { \
        elm = SPLAY_RIGHT(elm, field); \
        while (SPLAY_LEFT(elm, field) != NULL) { \
            elm = SPLAY_LEFT(elm, field); \
        } \
    } \
    else \
        elm = NULL; \
    return (elm); \
} \
\
static __sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
    name##_SPLAY_MINMAX(head, val); \
    return (SPLAY_ROOT(head)); \
}

/* Main splay operation.
 * Moves node close to the key of elm to top
 */
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) { \
        SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
    } else { \
        int __comp; \
        name##_SPLAY(head, elm); \
        __comp = (cmp)(elm, (head)->sph_root); \
        if (__comp < 0) { \
            SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field); \
            SPLAY_RIGHT(elm, field) = (head)->sph_root; \
            SPLAY_LEFT((head)->sph_root, field) = NULL; \
        } else if (__comp > 0) { \
            SPLAY_RIGHT(elm, \
field) = SPLAY_RIGHT((head)->sph_root, field); \
            SPLAY_LEFT(elm, field) = (head)->sph_root; \
            SPLAY_RIGHT((head)->sph_root, field) = NULL; \
        } \
    } \
}

```

```

    } else \
        return ((head)->sph_root); \
    } \
    (head)->sph_root = (elm); \
    return (NULL); \
} \
\
struct type * \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *__tmp; \
    if (SPLAY_EMPTY(head)) \
        return (NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) { \
        if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
            (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
        } else { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field);\
            (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
            name##_SPLAY(head, elm); \
            SPLAY_RIGHT((head)->sph_root, field) = __tmp;\
        } \
        return (elm); \
    } \
    return (NULL); \
} \
\
void \
name##_SPLAY(struct \
    name *head, struct type *elm) \
{ \
    struct type __node, *__left, *__right, *__tmp; \
    int __comp; \
    \
    SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
    __left = __right = &__node; \
    \
    while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
        if (__comp < 0) { \
            __tmp = SPLAY_LEFT((head)->sph_root, field);\
            if (__tmp == NULL) \
                break; \
            if ((cmp)(elm, __tmp) < 0){ \
                SPLAY_ROTATE_RIGHT(head, __tmp, field);\
                if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
                    break; \
            } \

```



```

    SPLAY_LINKLEFT(head, __right, field); \
} else if (__comp > 0) { \
    __tmp = SPLAY_RIGHT((head)->sph_root, field); \
    if (__tmp == NULL) \
        break; \
    if ((cmp)(elm, __tmp) > 0){ \
        SPLAY_ROTATE_LEFT(head, __tmp, field); \
        if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
            break; \
    } \
    SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field); \
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
    struct type __node, *__left, *__right, *__tmp; \
    \
    SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
    __left = __right = &__node; \
    \
    while (1) { \
        if (__comp < 0) { \
            __tmp = SPLAY_LEFT((head)->sph_root, field); \
            if (__tmp == NULL) \
                break; \
            if (__comp < 0){ \
                SPLAY_ROTATE_RIGHT(head, __tmp, field); \
                if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
                    break; \
            } \
            SPLAY_LINKLEFT(head, __right, field); \
        } else if (__comp > 0) { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field); \
            if (__tmp == NULL) \
                break; \
            if (__comp > 0) { \
                SPLAY_ROTATE_LEFT(head, __tmp, field); \
                if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
                    break; \
            } \

```

```

    SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
    for ((x) = SPLAY_MIN(name, head); \
        (x) != NULL; \
        (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
    struct name { \
        struct type *rbh_root; /* root of the tree */ \
    }

#define RB_INITIALIZER(root) \
    { \
        NULL \
    }

#define RB_INIT(root) do { \
    (root)->rbh_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type) \
    struct { \
        struct type *rbe_left; /* left element */ \
        struct type *rbe_right; /* right element */ \
        struct type *rbe_parent; /* parent element */ \
        int rbe_color; /* node color */ \
    }

#define RB_LEFT(elm, field) (elm)->field.rbe_left

```

```

#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do { \
    RB_PARENT(elm, field) = parent; \
    RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
    RB_COLOR(elm, field) = RB_RED; \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do { \
    RB_COLOR(black, field) = RB_BLACK; \
    RB_COLOR(red, field) \
    = RB_RED; \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do { \
    (tmp) = RB_RIGHT(elm, field); \
    if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
        RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
    } \
    RB_AUGMENT(elm); \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
        else \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
    } else \
        (head)->rbh_root = (tmp); \
    RB_LEFT(tmp, field) = (elm); \
    RB_PARENT(elm, field) = (tmp); \
    RB_AUGMENT(tmp); \
    if ((RB_PARENT(tmp, field))) \
        RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do { \
    (tmp) = RB_LEFT(elm, field); \
    if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field)) \
        != NULL) { \
        RB_PARENT(RB_RIGHT(tmp, field), field) = (elm); \
    } \
} \

```

```

RB_AUGMENT(elm); \
if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
    if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
        RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
    else \
        RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
} else \
    (head)->rbh_root = (tmp); \
RB_RIGHT(tmp, field) = (elm); \
RB_PARENT(elm, field) = (tmp); \
RB_AUGMENT(tmp); \
if ((RB_PARENT(tmp, field))) \
    RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr) \
    attr void name##_RB_INSERT_COLOR(struct name *, struct \
        type *); \
    attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
    attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
    attr struct type *name##_RB_INSERT(struct name *, struct type *); \
    attr struct type *name##_RB_FIND(struct name *, struct type *); \
    attr struct type *name##_RB_NFIND(struct name *, struct type *); \
    attr struct type *name##_RB_NEXT(struct type *); \
    attr struct type *name##_RB_PREV(struct type *); \
    attr struct type *name##_RB_MINMAX(struct name *, int); \
    \

/* Main rb operation.
 * Moves node close to the key of elm to top
 */
#define RB_GENERATE(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
    attr void \
    name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
    { \
        struct type \
        *parent, *gparent, *tmp; \
        while ((parent = RB_PARENT(elm, field)) != NULL && \
            RB_COLOR(parent, field) == RB_RED) { \

```

```

gparent = RB_PARENT(parent, field); \
if (parent == RB_LEFT(gparent, field)) { \
    tmp = RB_RIGHT(gparent, field); \
    if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
        RB_COLOR(tmp, field) = RB_BLACK; \
        RB_SET_BLACKRED(parent, gparent, field); \
        elm = gparent; \
        continue; \
    } \
    if (RB_RIGHT(parent, field) == elm) { \
        RB_ROTATE_LEFT(head, parent, tmp, field); \
        tmp = parent; \
        parent = elm; \
        elm = tmp; \
    } \
    RB_SET_BLACKRED(parent, gparent, field); \
    RB_ROTATE_RIGHT(head, gparent, tmp, field); \
} else { \
    tmp = RB_LEFT(gparent, field); \
    if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
        RB_COLOR(tmp, field) = RB_BLACK; \
        RB_SET_BLACKRED(parent, gparent, field); \
        elm = gparent; \
        continue; \
    } \
    if (RB_LEFT(parent, field) == elm) \
{ \
    RB_ROTATE_RIGHT(head, parent, tmp, field); \
    tmp = parent; \
    parent = elm; \
    elm = tmp; \
} \
    RB_SET_BLACKRED(parent, gparent, field); \
    RB_ROTATE_LEFT(head, gparent, tmp, field); \
} \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
\
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
    struct type *tmp; \
    while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
        elm != RB_ROOT(head)) { \
        if (RB_LEFT(parent, field) == elm) { \
            tmp = RB_RIGHT(parent, field); \
            if (RB_COLOR(tmp, field) == RB_RED) { \

```

```

RB_SET_BLACKRED(tmp, parent, field); \
RB_ROTATE_LEFT(head, parent, tmp, field);\
tmp = RB_RIGHT(parent, field); \
} \
if ((RB_LEFT(tmp, field) == NULL || \
    RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
    (RB_RIGHT(tmp, field) == NULL || \
    RB_COLOR(RB_RIGHT(tmp,
field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED; \
    elm = parent; \
    parent = RB_PARENT(elm, field); \
} else { \
    if (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
        struct type *oleft; \
        if ((oleft = RB_LEFT(tmp, field)) \
            != NULL) \
            RB_COLOR(oleft, field) = RB_BLACK;\
        RB_COLOR(tmp, field) = RB_RED; \
        RB_ROTATE_RIGHT(head, tmp, oleft, field);\
        tmp = RB_RIGHT(parent, field); \
    } \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_RIGHT(tmp, field)) \
        RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    elm = RB_ROOT(head); \
    break; \
} \
} else { \
    tmp = RB_LEFT(parent, field); \
    if (RB_COLOR(tmp, field) == RB_RED) { \
        RB_SET_BLACKRED(tmp, parent, field); \
        RB_ROTATE_RIGHT(head, parent, tmp, field);\
        tmp
= RB_LEFT(parent, field); \
    } \
    if ((RB_LEFT(tmp, field) == NULL || \
        RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
        (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
        RB_COLOR(tmp, field) = RB_RED; \
        elm = parent; \
        parent = RB_PARENT(elm, field); \
    } else { \
        if (RB_LEFT(tmp, field) == NULL || \

```

```

    RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
struct type *oright; \
if ((oright = RB_RIGHT(tmp, field)) \
    != NULL) \
    RB_COLOR(oright, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_LEFT(head, tmp, oright, field);\
    tmp = RB_LEFT(parent, field); \
} \
RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
RB_COLOR(parent, field) = RB_BLACK; \
if (RB_LEFT(tmp, field)) \
    RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    elm = RB_ROOT(head); \
    break; \
} \
} \
} \
if
(elm) \
    RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *child, *parent, *old = elm; \
    int color; \
    if (RB_LEFT(elm, field) == NULL) \
        child = RB_RIGHT(elm, field); \
    else if (RB_RIGHT(elm, field) == NULL) \
        child = RB_LEFT(elm, field); \
    else { \
        struct type *left; \
        elm = RB_RIGHT(elm, field); \
        while ((left = RB_LEFT(elm, field)) != NULL) \
            elm = left; \
        child = RB_RIGHT(elm, field); \
        parent = RB_PARENT(elm, field); \
        color = RB_COLOR(elm, field); \
        if (child) \
            RB_PARENT(child, field) = parent; \
        if (parent) { \
            if (RB_LEFT(parent, field) == elm) \
                RB_LEFT(parent, field) = child; \
            else \
                RB_RIGHT(parent, field) = child; \
        } \
    } \
}

```

```

    RB_AUGMENT(parent); \
} else \
    RB_ROOT(head)
= child; \
if (RB_PARENT(elm, field) == old) \
    parent = elm; \
(elm)->field = (old)->field; \
if (RB_PARENT(old, field)) { \
    if (RB_LEFT(RB_PARENT(old, field), field) == old)\
        RB_LEFT(RB_PARENT(old, field), field) = elm;\
    else \
        RB_RIGHT(RB_PARENT(old, field), field) = elm;\
    RB_AUGMENT(RB_PARENT(old, field)); \
} else \
    RB_ROOT(head) = elm; \
RB_PARENT(RB_LEFT(old, field), field) = elm; \
if (RB_RIGHT(old, field)) \
    RB_PARENT(RB_RIGHT(old, field), field) = elm; \
if (parent) { \
    left = parent; \
    do { \
        RB_AUGMENT(left); \
    } while ((left = RB_PARENT(left, field)) != NULL); \
} \
goto color; \
} \
parent = RB_PARENT(elm, field); \
color = RB_COLOR(elm, field); \
if (child) \
    RB_PARENT(child, field) = parent; \
if (parent) { \
    if (RB_LEFT(parent, field) == elm) \
        RB_LEFT(parent, field) = child; \
    else \
        RB_RIGHT(parent,
field) = child; \
    RB_AUGMENT(parent); \
} else \
    RB_ROOT(head) = child; \
color: \
if (color == RB_BLACK) \
    name##_RB_REMOVE_COLOR(head, parent, child); \
return (old); \
} \
\
/* Inserts a node into the RB tree */ \
attr struct type * \
name##_RB_INSERT(struct name *head, struct type *elm) \

```



```

{
    \
    struct type *tmp;    \
    struct type *parent = NULL;    \
    int comp = 0;    \
    tmp = RB_ROOT(head);    \
    while (tmp) {    \
        parent = tmp;    \
        comp = (cmp)(elm, parent);    \
        if (comp < 0)    \
            tmp = RB_LEFT(tmp, field);    \
        else if (comp > 0)    \
            tmp = RB_RIGHT(tmp, field);    \
        else    \
            return (tmp);    \
    }    \
    RB_SET(elm, parent, field);    \
    if (parent != NULL) {    \
        if (comp < 0)    \
            RB_LEFT(parent, field) = elm;    \
        else    \
            RB_RIGHT(parent, field) = elm;    \
        RB_AUGMENT(parent);    \
    } else    \
        RB_ROOT(head) = elm;    \
    name##_RB_INSERT_COLOR(head,
    elm);    \
    return (NULL);    \
}    \
    \
/* Finds the node with the same key as elm */    \
attr struct type *    \
name##_RB_FIND(struct name *head, struct type *elm)    \
{
    \
    struct type *tmp = RB_ROOT(head);    \
    int comp;    \
    while (tmp) {    \
        comp = cmp(elm, tmp);    \
        if (comp < 0)    \
            tmp = RB_LEFT(tmp, field);    \
        else if (comp > 0)    \
            tmp = RB_RIGHT(tmp, field);    \
        else    \
            return (tmp);    \
    }    \
    return (NULL);    \
}    \
    \
/* Finds the first node greater than or equal to the search key */    \

```

```

attr struct type *    \
name##_RB_NFIND(struct name *head, struct type *elm) \
{    \
    struct type *tmp = RB_ROOT(head); \
    struct type *res = NULL; \
    int comp; \
    while (tmp) {    \
        comp = cmp(elm, tmp); \
        if (comp < 0) {    \
            res = tmp; \
            tmp = RB_LEFT(tmp, field); \
        } \
        else if (comp > 0) \
            tmp =
RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    return (res); \
} \
\
/* ARGSUSED */    \
attr struct type *    \
name##_RB_NEXT(struct type *elm) \
{    \
    if (RB_RIGHT(elm, field)) { \
        elm = RB_RIGHT(elm, field); \
        while (RB_LEFT(elm, field)) \
            elm = RB_LEFT(elm, field); \
    } else { \
        if (RB_PARENT(elm, field) && \
            (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
        else { \
            while (RB_PARENT(elm, field) && \
                (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
                elm = RB_PARENT(elm, field); \
            elm = RB_PARENT(elm, field); \
        } \
    } \
    return (elm); \
} \
\
/* ARGSUSED */    \
attr struct type *    \
name##_RB_PREV(struct type *elm) \
{    \
    if (RB_LEFT(elm, field)) { \

```

```

elm = RB_LEFT(elm, field); \
while (RB_RIGHT(elm, field)) \
    elm = RB_RIGHT(elm, field); \
}
else { \
    if (RB_PARENT(elm, field) && \
        (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
        elm = RB_PARENT(elm, field); \
    else { \
        while (RB_PARENT(elm, field) && \
            (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
        elm = RB_PARENT(elm, field); \
    } \
} \
return (elm); \
} \
\
attr struct type * \
name##_RB_MINMAX(struct name *head, int val) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *parent = NULL; \
    while (tmp) { \
        parent = tmp; \
        if (val < 0) \
            tmp = RB_LEFT(tmp, field); \
        else \
            tmp = RB_RIGHT(tmp, field); \
    } \
    return (parent); \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x, y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \
    for ((x) = RB_MIN(name, head); \

```

```

(x) != NULL; \
(x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y) \
for ((x) = (y); \
    ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
    (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y) \
for ((x) = RB_MIN(name, head); \
    ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
    (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \
for ((x) = RB_MAX(name, head); \
    (x) != NULL; \
    (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
for ((x) = (y); \
    ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
    (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name, \
head, y) \
for ((x) = RB_MAX(name, head); \
    ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
    (x) = (y))

#endif /* _SYS_TREE_H_ */
pkgname=linux-headers
pkgver=6.14.2 # Follow the latest Linux stable
_kernver=${pkgver%.*}
pkgrel=0
pkgdesc="Linux system headers"
url="https://kernel.org/"
arch="all" # Headers are architecture specific
license="GPL-2.0-only"
makedepends="perl"
options="!check !dbg !strip !tracedeps !archcheck"
source="https://kernel.org/pub/linux/kernel/v6.x/linux-${_kernver}.tar.xz
revert-broken-uapi.patch
0003-remove-inclusion-of-sysinfo.h-in-kernel.h.patch

```

1.6 bridgeutils 1.7.1-r2

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1.7 typeguard 4.3.0

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1.8 nkeys 0.4.9

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1.13 golang-snappy 0.0.4

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1.14 x-text 0.22.0

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1.15 libmd 1.1.0-r0

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1.16 python-requests 2.26.0

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1.18 pax-utils 1.3.8-r1

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```

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1.20 brotli 1.1.0-r2

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1.21 python3-pyc 3.12.11-r0

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A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <https://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All

Python releases are Open Source (see <https://opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2 and above	2.1.1	2001-now		
PSF	yes			

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1.22 x-errors 0.0.0-20231012003039-104605ab7028

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1.24 libcap 2.76-r0

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1.25 more-itertools 10.3.0

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1.26 cpp 14.2.0-r6

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

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Version 2.1, February 1999

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Any

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Version 3.1, 31 March 2009

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```
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   adapted to BSD conventions for symbol names and debugging.)
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```

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<<http://www.gnu.org/licenses/>>. */

```
/* Use the Sequent Symmetry assembler syntax. */
```

```
/* Define the syntax of pseudo-ops, labels and comments. */
```

```
/* Prefix for internally generated assembler
   labels. If we aren't using
   underscores, we are using prefix `.'s to identify labels that should
```

be ignored, as in `i386/gas.h' --karl@cs.umb.edu */

```
#define LPREFIX "L"
```

```
/* Assembler pseudos to introduce constants of various size. */
```

```
#define ASM_BYTE "\t.byte\t"
```

```
#define ASM_SHORT "\t.word\t"
```

```
#define ASM_LONG "\t.long\t"
```

```
#define ASM_QUAD "\t.quad\t" /* Should not be used for 32bit compilation. */
```

```
/* This was suggested, but it shouldn't be right for debugger output. -- RMS
```

```
#define ASM_OUTPUT_SOURCE_FILENAME(FILE, NAME) */
```

```
/* Define the syntax of labels and symbol definitions/declarations. */
```

```
/* This is how to output an assembler line
```

```
that says to advance the location counter by SIZE bytes. */
```

```
#define ASM_OUTPUT_SKIP(FILE,SIZE) \
```

```
fprintf (FILE, "\t.space " HOST_WIDE_INT_PRINT_UNSIGNED"\n", (SIZE))
```

```
/* Define the syntax of labels and symbol definitions/declarations. */
```

```
/* This says how to output an assembler line
```

```
to define a global common symbol. */
```

```
#define
```

```
ASM_OUTPUT_COMMON(FILE, NAME, SIZE, ROUNDED) \
```

```
( fputs (".comm ", (FILE)), \
```

```
assemble_name ((FILE), (NAME)), \
```

```
fprintf ((FILE), "%u\n", (int)(ROUNDED)))
```

```
/* This says how to output an assembler line
```

```
to define a local common symbol. */
```

```
#define ASM_OUTPUT_LOCAL(FILE, NAME, SIZE, ROUNDED) \
```

```
( fputs (".lcomm ", (FILE)), \
```

```
assemble_name ((FILE), (NAME)), \
```

```
fprintf ((FILE), "%u\n", (int)(ROUNDED)))
```

```
#ifdef HAVE_GAS_LCOMM_WITH_ALIGNMENT
```

```
#define ASM_OUTPUT_ALIGNED_LOCAL(FILE, NAME, SIZE, ALIGNMENT) \
```

```
( fputs (".lcomm ", (FILE)), \
```

```
assemble_name ((FILE), (NAME)), \
```

```
fprintf ((FILE), "%u,%u\n", (int)(SIZE), (int)(ALIGNMENT) / BITS_PER_UNIT))
```

```
#endif
```

```

/* This is how to output an assembler line
   that says to advance the location counter
   to a multiple of 2**LOG bytes. */

#define ASM_OUTPUT_ALIGN(FILE,LOG) \
if ((LOG)!=0) fprintf ((FILE), "\t.align %d\n", (LOG))

/* This is how to store into the string BUF
   the symbol_ref name of an internal numbered
   label where
   PREFIX is the class of label and NUM is the number within the class.
   This is suitable for output with `assemble_name'. */

#define ASM_GENERATE_INTERNAL_LABEL(BUF,PREFIX,NUMBER) \
    sprintf ((BUF), "%s%d", (PREFIX), (long)(NUMBER))

/* The prefix to add to user-visible assembler symbols. */

#define USER_LABEL_PREFIX "_"

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```

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```

#ifndef __VTV_H__
#define __VTV_H__

/* We could have used an enumeration here but it just makes it more
   difficult for the compiler to generate a call to this. These are
   used as arguments to the function __VLTChangePermission, declared
   below. */
#define __VLTP_READ_ONLY 0
#define __VLTP_READ_WRITE 1

#ifdef __cplusplus
extern "C" void __VLTChangePermission (int);
#else
extern void __VLTChangePermission (int);
#endif

#ifdef BIG_PAGE_SIZE
/* TODO - Replace '4096' below with correct big page size. */
#define VTV_PAGE_SIZE 4096
#else
#ifdef defined(__sun__) && defined(__svr4__) && defined(__sparc__)
#define VTV_PAGE_SIZE 8192
#elif defined(__loongarch_lp64)
/* The page size is configurable by the kernel to
   be 4, 16 or 64 KiB.
   For now, only the default page size of 16KiB is supported. */
#define VTV_PAGE_SIZE 16384
#else
#define VTV_PAGE_SIZE 4096
#endif
#endif

#endif /* __VTV_H__ */

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Version 3, 29 June 2007

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1.27 logrus 1.8.1

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1.28 zap-exp 1.17.0

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1.29 perks 1.0.1

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1.30 openssl 3.5.0-r0

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1.31 xi2-xz 0.0.0-20171230120015-48954b6210f8

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1.32 etcd-client 3.5.16

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1.33 groupcache 0.0.0-20210331224755-41bb18bfe9da

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1.34 go-immutable-radix 1.3.1

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1.38 mpdecimal 4.0.1-r0

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1.39 gojsonschema 1.2.0

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1.40 jaraco-functools 4.0.1

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1.42 xz-libs 5.8.1-r0

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Version 3, 29 June 2007

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```

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```

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1.43 ulikunitz-xz 0.5.9

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```
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```

```
package main
```

```
import (  
    "bufio"  
    "bytes"  
    "flag"  
    "fmt"  
    "io"  
    "log"  
    "os"  
    "path/filepath"  
    "strings"  
)
```

```
const crUsageString = `xb copyright [options] <path>....
```

The xb copyright command adds a copyright remark to all go files below path.

```
-h prints this message and exits  
,
```

```
func crUsage(w io.Writer) {  
    fmt.Fprint(w, crUsageString)  
}
```

```
const copyrightText = `  
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license that can be found in the LICENSE file.  
,
```

```
func goComment(text string) string {  
    buf := new(bytes.Buffer)  
    scanner := bufio.NewScanner(strings.NewReader(text))
```

```

var err error
for scanner.Scan() {
    s := strings.TrimSpace(scanner.Text())
    if len(s) == 0 {
        continue
    }
    if _, err = fmt.Fprintln(buf, "//", s);
    err != nil {
        panic(err)
    }
}
if err = scanner.Err(); err != nil {
    panic(err)
}
if _, err = fmt.Fprintln(buf); err != nil {
    panic(err)
}
return buf.String()
}

var goCopyright = goComment(copyrightText)

func addCopyright(path string) (err error) {
    log.Printf("adding copyright to %s", path)
    src, err := os.Open(path)
    if err != nil {
        return err
    }
    defer func() {
        cerr := src.Close()
        if cerr != nil && err == nil {
            err = cerr
        }
    }()
    newPath := path + ".new"
    dst, err := os.Create(newPath)
    if err != nil {
        return err
    }
    defer func() {
        cerr := dst.Close()
        if cerr != nil && err == nil {
            err = cerr
        }
    }()
    out := bufio.NewWriter(dst)
    fmt.Fprint(out, goCopyright)
    scanner := bufio.NewScanner(src)

```

```

line := 0
del := false
for scanner.Scan() {
    line++
    txt := scanner.Text()
    if line == 1 && strings.Contains(txt, "Copyright") {
        del = true
        continue
    }
    if del {
        s := strings.TrimSpace(txt)
        if
len(s) == 0 {
            del = false
        }
        continue
    }
    fmt.Fprintln(out, txt)
}
if err = scanner.Err(); err != nil {
    return err
}
if err = out.Flush(); err != nil {
    return
}
err = os.Rename(newPath, path)
return
}

func walkCopyrights(path string, info os.FileInfo, err error) error {
    if err != nil {
        return err
    }
    if info.IsDir() {
        return nil
    }
    if !strings.HasSuffix(info.Name(), ".go") {
        return nil
    }
    return addCopyright(path)
}

func copyright() {
    cmdName := os.Args[0]
    log.SetPrefix(fmt.Sprintf("%s: ", cmdName))
    log.SetFlags(0)

    flag.CommandLine = flag.NewFlagSet(cmdName, flag.ExitOnError)

```

```

flag.Usage = func() { crUsage(os.Stderr); os.Exit(1) }

help := flag.Bool("h", false, "")

flag.Parse()

if *help {
    crUsage(os.Stdout)
    os.Exit(0)
}

for _, path := range flag.Args() {
    fi, err := os.Stat(path)
    if err != nil {
        log.Print(err)
        continue
    }
    if !fi.IsDir() {
        log.Printf("%s is not a directory",
path)
        continue
    }
    if err = filepath.Walk(path, walkCopyrights); err != nil {
        log.Fatalf("%s error %s", path, err)
    }
}
}

```

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package main

```
const goLicense = `Copyright (c) 2009 The Go Authors. All rights reserved.
```

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,

```
const xzLicense = `Copyright (c) 2014-2020 Ulrich Kunitz
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```

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1.44 zlib 1.3.1-r2

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1.45 ca-certificates 20250619-r0

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```
#!/usr/bin/env perl
# *****
# *
# *      _ _ _ _ _
# * Project  _||| _\|
# *          / _|||_|)
# *        |(_||| _<|_|
# *        \_||_|_|_|_|
# *
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```

```
#
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# *
# * SPDX-License-Identifier: curl
# *
# *****
# This Perl script creates a fresh ca-bundle.crt file for use with libcurl.
# It downloads certdata.txt from Mozilla's source tree (see URL below),
# then parses certdata.txt and extracts CA Root Certificates into PEM format.
# These are then processed with the OpenSSL commandline tool to produce the
# final ca-bundle.crt file.
# The script is based on the parse-certs script written by Roland Krikava.
# This Perl script works on almost any platform since its only external
# dependency is the OpenSSL commandline tool for optional text listing.
# Hacked by Guenter Knauf.
#
```

Found in path(s):

```
* /ca-certificates-20250619-tar-bz2/ca-certificates-20250619/mk-ca-bundle.pl
```

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```
/* c_rehash.c - Create hash symlinks for certificates
* C implementation based on the original Perl and shell versions
*
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*/
```

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```

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1.46 scanelf 1.3.8-r1

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```
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```
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```

```
<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
```

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1.47 xz 5.8.1-r0

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package main

```
import (  
    "bufio"  
    "bytes"  
    "flag"  
    "fmt"  
    "io"  
    "log"  
    "os"  
    "path/filepath"  
    "strings"  
)
```

```
const crUsageString = `xb copyright [options] <path>....
```

The xb copyright command adds a copyright remark to all go files below path.

```
-h prints this message and exits
```

```
,
```

```
func crUsage(w io.Writer) {  
    fmt.Fprint(w, crUsageString)  
}
```

```
const copyrightText = `  
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```

```

func goComment(text string) string {
    buf := new(bytes.Buffer)
    scanner := bufio.NewScanner(strings.NewReader(text))
    var err error
    for scanner.Scan() {
        s := strings.TrimSpace(scanner.Text())
        if len(s) == 0 {
            continue
        }
        if _, err = fmt.Fprintln(buf, "///", s); err != nil {
            panic(err)
        }
    }
    if err
    = scanner.Err(); err != nil {
        panic(err)
    }
    if _, err = fmt.Fprintln(buf); err != nil {
        panic(err)
    }
    return buf.String()
}

```

```

var goCopyright = goComment(copyrightText)

```

```

func addCopyright(path string) (err error) {
    log.Printf("adding copyright to %s", path)
    src, err := os.Open(path)
    if err != nil {
        return err
    }
    defer func() {
        cerr := src.Close()
        if cerr != nil && err == nil {
            err = cerr
        }
    }()
    newPath := path + ".new"
    dst, err := os.Create(newPath)
    if err != nil {
        return err
    }
    defer func() {
        cerr := dst.Close()
        if cerr != nil && err == nil {
            err = cerr
        }
    }()
}

```

```

    }
}()
out := bufio.NewWriter(dst)
fmt.Fprint(out, goCopyright)
scanner := bufio.NewScanner(src)
line := 0
del := false
for scanner.Scan() {
    line++
    txt := scanner.Text()
    if line == 1 && strings.Contains(txt, "Copyright") {
        del = true
        continue
    }
    if del {
        s := strings.TrimSpace(txt)
        if len(s) == 0 {
            del = false
        }
        continue
    }
    fmt.Fprintln(out, txt)
}
if err = scanner.Err();
err != nil {
    return err
}
if err = out.Flush(); err != nil {
    return
}
err = os.Rename(newPath, path)
return
}

func walkCopyrights(path string, info os.FileInfo, err error) error {
    if err != nil {
        return err
    }
    if info.IsDir() {
        return nil
    }
    if !strings.HasSuffix(info.Name(), ".go") {
        return nil
    }
    return addCopyright(path)
}

func copyright() {

```

```

cmdName := os.Args[0]
log.SetPrefix(fmt.Sprintf("%s: ", cmdName))
log.SetFlags(0)

flag.CommandLine = flag.NewFlagSet(cmdName, flag.ExitOnError)
flag.Usage = func() { crUsage(os.Stderr); os.Exit(1) }

help := flag.Bool("h", false, "")

flag.Parse()

if *help {
    crUsage(os.Stdout)
    os.Exit(0)
}

for _, path := range flag.Args() {
    fi, err := os.Stat(path)
    if err != nil {
        log.Print(err)
        continue
    }
    if !fi.IsDir() {
        log.Printf("%s is not a directory", path)
        continue
    }
    if err = filepath.Walk(path, walkCopyrights); err != nil {
        log.Fatalf("%s error %s", path, err)
    }
}
}
package main

```

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1.48 x-sync 0.11.0

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1.49 py3-lxml 5.3.1-r3

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This tool allows the verification of information in ``docs/LICENSE_OF_DEPENDENCIES.md`` against the linked license information. To do so, the license reported by the user is checked against the license classification of the downloaded license file for each dependency.

Building

```shell

```
make build_tools
...
```

## ## Running

The simplest way to run the verification tool is to execute

```
```shell
telegraf$ ./tools/license_checker/license_checker
...
```

using the current directory as telegraf's root directory and verifies all licenses. Only errors will be reported by default.

There are multiple options you can use to customize the verification. Take a look at

```
```shell
telegraf$./tools/license_checker/license_checker --help
...
```

to get an overview.

As the verification tool downloads each license file linked in the dependency license document, you should be careful on not exceeding the access limits of e.g. GitHub by running the tool too frequent.

Some packages change the license for newer versions. As we always link to the latest license text the classification might not match the actual license of our used dependency. Furthermore, some license text might be wrongly classified, or not classified at all. In these cases, you can use a `_whitelist_` to explicitly state the license SPDX classifier for those packages. See the [whitelist section](#whitelist) for more details.

The recommended use in telegraf is to run

```
```shell
telegraf$ ./tools/license_checker/license_checker \
    -whitelist ./tools/license_checker/data/whitelist
...
```

using the code-versioned whitelist. This command will report all non-matching entries with an ``ERR:`` prefix.

Whitelist

Whitelist entries contain explicit license information for a set of packages to use instead of classification. Each entry in the whitelist is a line of the form

```
``text
[comparison operator]<package name>[@vX.Y.Z] <license SPDX>
``
```

where the `_comparison operator_` is one of

``>`, `>=`, `=`, `<=`, or `<``

and the `_license SPDX_` is a [SPDX license identifier][spdx].

In case no package version is specified, the entry matches all versions of the library. Furthermore, the comparison operator can be omitted which is equivalent to an exact match (``=``).

The entries are processed in order until the first match is found.

Here is an example of a whitelist. Assume that you have library ``github.com/foo/bar`` which started out with the ``MIT`` license until version 1.0.0 where it changed to ``EFL-1.0`` until it again changed to ``EFL-2.0`` starting `__after__` version 2.3.0. In this case the whitelist should look like this

```
``text
<github.com/foo/bar@v1.0.0 MIT
<=github.com/foo/bar@v2.3.0 EFL-1.0
github.com/foo/bar EFL-2.0
``
```

All versions below 1.0.0 are matched by the first line and are thus classified as ``MIT``. The second line matches everything that is above 1.0.0 (thus not matched by the first line) until (and including) 2.3.0. The last line with catch everything that was passing the first two lines i.e. everything after 2.3.0.

[spdx]: <https://spdx.org/licenses/>
package main

```
import (
    "bufio"
    "log"
    "os"
    "regexp"
    "strings"

    "github.com/coreos/go-semver/semver"
)
```



```

type whitelist []whitelistEntry

type whitelistEntry struct {
    Name    string
    Version *semver.Version
    Operator string
    License  string
}

var re = regexp.MustCompile(`^([<=>]+\s*)?([-\.\\w]+)(@v[\\d\\.]+)?\s+([-\.\\w]+)$`)

func (w *whitelist) Parse(filename string) error {
    file, err := os.Open(filename)
    if err != nil {
        return err
    }
    defer file.Close()

    // Read file line-by-line and split by semicolon
    lineno := 0
    scanner := bufio.NewScanner(file)
    for scanner.Scan() {
        line := strings.TrimSpace(scanner.Text())
        lineno++
        if strings.HasPrefix(line, "#") {
            // Comment
            continue
        }

        groups := re.FindAllStringSubmatch(line, -1)
        if len(groups) != 1 {
            log.Printf("WARN: Ignoring not matching entry in line %d", lineno)
            continue
        }
        group := groups[0]
        if len(group) != 5 {
            // Malformed
            log.Printf("WARN: Ignoring malformed entry in line %d", lineno)
            continue
        }

        //
        An entry has the form:
        // [operator]<package name>[@version] [license SPDX]
        var operator, version string
        if group[1] != "" {
            operator = strings.TrimSpace(group[1])

```

```

}
name := group[2]
if group[3] != "" {
    version = strings.TrimSpace(group[3])
    version = strings.TrimLeft(version, "@v")
}
license := strings.TrimSpace(group[4])

entry := whitelistEntry{Name: name, License: license, Operator: operator}
if version != "" {
    entry.Version, err = semver.NewVersion(version)
    if err != nil {
        // Malformed
        log.Printf("Ignoring malformed version in line %d: %v", lineno, err)
        continue
    }
    if entry.Operator == "" {
        entry.Operator = "="
    }
}
*w = append(*w, entry)
}

return scanner.Err()
}

func (w *whitelist) Check(pkg, version, spdx string) (ok, found bool) {
    v := strings.TrimSpace(version)
    v = strings.TrimPrefix(v, "v")
    if v == "" {
        return false, false
    }
    pkgver := *semver.New(v)

    for _, entry := range *w {
        if entry.Name
        != pkg {
            continue
        }

        var match bool
        switch entry.Operator {
        case "":
            match = true
        case "=":
            match = pkgver.Equal(*entry.Version)
        case "<":
            match = pkgver.LessThan(*entry.Version)

```

```

case "<=":
    match = pkgver.LessThan(*entry.Version) || pkgver.Equal(*entry.Version)
case ">":
    match = !(pkgver.LessThan(*entry.Version) || pkgver.Equal(*entry.Version))
case ">=":
    match = !pkgver.LessThan(*entry.Version)
}
if match {
    return entry.License == spdx, true
}
}

return false, false
}
package main

import (
    "errors"
    "fmt"
    "io"
    "net/http"
    "net/url"
    "strings"

    "github.com/google/licensecheck"
)

type packageInfo struct {
    name    string
    version string
    license string
    url     string
    spdx    string
}

func (pkg *packageInfo) ToSPDX() {
    pkg.spdx = nameToSPDX[pkg.license]
}

func (pkg *packageInfo) Classify() (float64, error) {
    // Check for a valid SPDX
    if pkg.spdx == "" {
        return 0.0, fmt.Errorf("empty SPDX for license %q", pkg.license)
    }

    // Download the license text
    source, err := normalizeURL(pkg.url)
    if err != nil {

```

```

return 0.0, fmt.Errorf("%q is not a valid URL: %w", pkg.url, err)
}
debugf("%q downloading from %q", pkg.name, source)

response, err := http.Get(source.String())
if err != nil {
return 0.0, fmt.Errorf("download from %q failed: %w", source, err)
}
if response.StatusCode < 200 || response.StatusCode > 299 {
status := response.StatusCode
return 0.0, fmt.Errorf("download from %q failed %d: %s", source, status, http.StatusText(status))
}
defer
response.Body.Close()
text, err := io.ReadAll(response.Body)
if err != nil {
return 0.0, fmt.Errorf("reading body failed: %w", err)
}
if len(text) < 1 {
return 0.0, errors.New("empty body")
}

// Classify the license text
coverage := licensecheck.Scan(text)
if len(coverage.Match) == 0 {
return coverage.Percent, errors.New("no match found")
}
match := coverage.Match[0]
debugf("%q found match: %q with confidence %f%%", pkg.name, match.ID, coverage.Percent)

if match.ID != pkg.spdx {
return coverage.Percent, fmt.Errorf("classification %q does not match", match.ID)
}
return coverage.Percent, nil
}

func normalizeURL(raw string) (*url.URL, error) {
u, err := url.Parse(raw)
if err != nil {
return nil, err
}

switch u.Hostname() {
case "github.com":
u.Host = "raw.githubusercontent.com"
var cleaned []string
for _, p := range strings.Split(u.Path, "/") {
// Filter out elements

```

```

    if p == "blob" {
        continue
    }
    cleaned = append(cleaned,
p)
    }
    u.Path = strings.Join(cleaned, "/")
case "gitlab.com":
    u.Path = strings.Replace(u.Path, "/-/blob/", "/-/raw/", 1)
case "git.octo.it":
    parts := strings.Split(u.RawQuery, ";")
    for i, p := range parts {
        if p == "a=blob" {
            parts[i] = "a=blob_plain"
            break
        }
    }
    u.RawQuery = strings.Join(parts, ";")
}

return u, nil
}
# Licenses of dependencies

```

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used to help implement the configuration and build logic. In other words, there are some non-public-domain files used to implement:

```
> ~~~  
./configure && make  
~~~
```

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```
> ~~~
```

```
rm -rf configure autoseup autoconf
```

~~~

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## 1.56 py3-setuptools 80.9.0-r0

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The code contained in this directory was automatically generated using the following command:

```
python -m validate_pyproject.pre_compile --output-dir=setuptools/config/_validate_pyproject --enable-plugins
setuptools.distutils --very-verbose -t setuptools=setuptools/config/setuptools.schema.json -t
distutils=setuptools/config/distutils.schema.json
```

Please avoid changing it manually.

You can report issues or suggest changes directly to `validate-pyproject`  
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- <https://github.com/abravalheri/validate-pyproject/issues>

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`fastjsonschema`  
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`validate-pyproject`

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## A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <https://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

### All

Python releases are Open Source (see <https://opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

| Release        | Derived from | Year      | Owner      | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          | 2.1.2        | 2002      | PSF        | yes                 |
| 2.2 and above  | 2.1.1        | 2001-now  |            |                     |
| PSF            | yes          |           |            |                     |

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Thanks to the many outside volunteers who have worked under Guido's direction to make these releases possible.

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## 1.57 zipp 3.19.2

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## 1.58 go-resiliency 1.7.0

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## 1.59 x-net 0.35.0

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# 1.60 py3-packaging-pyc 25.0-r0

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## 1.61 py3-pip-pyc 25.1.1-r0

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## History

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Before (and including) argparse 1.1, the argparse package was licensed under Apache License v2.0.

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The project repository then had a clean start with some files taken from Python 2.7.1, so definitely all files are under Python License now.

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <https://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All

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releases have also been GPL-compatible; the table below summarizes the various releases.

| Release        | Derived from | Year      | Owner      | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          | 2.1.2        | 2002      | PSF        | yes                 |
| 2.2 and above  | 2.1.1        | 2001-now  |            |                     |
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- Wichert Akkerman, 2012/02/02

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A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see <http://www.opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

| Release        | Derived from | Year      | Owner      | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |

|       |           |           |     |     |
|-------|-----------|-----------|-----|-----|
| 2.0.1 | 2.0+1.6.1 | 2001      | PSF | yes |
| 2.1.1 | 2.1+2.0.1 | 2001      | PSF | yes |
| 2.2   | 2.1.1     | 2001      | PSF | yes |
| 2.1.2 | 2.1.1     | 2002      | PSF | yes |
| 2.1.3 |           |           |     |     |
| 2.1.2 | 2002      | PSF       | yes |     |
| 2.2.1 | 2.2       | 2002      | PSF | yes |
| 2.2.2 | 2.2.1     | 2002      | PSF | yes |
| 2.2.3 | 2.2.2     | 2003      | PSF | yes |
| 2.3   | 2.2.2     | 2002-2003 | PSF | yes |
| 2.3.1 | 2.3       | 2002-2003 | PSF | yes |
| 2.3.2 | 2.3.1     | 2002-2003 | PSF | yes |
| 2.3.3 | 2.3.2     | 2002-2003 | PSF | yes |
| 2.3.4 | 2.3.3     | 2004      | PSF | yes |
| 2.3.5 | 2.3.4     | 2005      | PSF | yes |
| 2.4   | 2.3       | 2004      | PSF | yes |
| 2.4.1 | 2.4       | 2005      | PSF | yes |
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| 2.4.3 | 2.4.2     | 2006      | PSF | yes |
| 2.4.4 | 2.4.3     | 2006      | PSF | yes |
| 2.5   | 2.4       | 2006      | PSF | yes |
| 2.5.1 | 2.5       | 2007      | PSF | yes |
| 2.5.2 | 2.5.1     | 2008      | PSF | yes |
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| 2.6   | 2.5       | 2008      | PSF | yes |
| 2.6.1 | 2.6       | 2008      | PSF | yes |
| 2.6.2 | 2.6.1     | 2009      | PSF | yes |
| 2.6.3 | 2.6.2     | 2009      | PSF | yes |
| 2.6.4 | 2.6.3     | 2009      | PSF | yes |
| 2.6.5 | 2.6.4     | 2010      | PSF | yes |
| 2.7   | 2.6       | 2010      | PSF | yes |

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## A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see <http://www.opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

| Release        | Derived from | Year      | Owner      | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.2            | 2.1.1        | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          |              |           |            |                     |
| 2.1.2          | 2002         | PSF       | yes        |                     |
| 2.2.1          | 2.2          | 2002      | PSF        | yes                 |
| 2.2.2          | 2.2.1        | 2002      | PSF        | yes                 |
| 2.2.3          | 2.2.2        | 2003      | PSF        | yes                 |
| 2.3            | 2.2.2        | 2002-2003 | PSF        | yes                 |
| 2.3.1          | 2.3          | 2002-2003 | PSF        | yes                 |
| 2.3.2          | 2.3.1        | 2002-2003 | PSF        | yes                 |
| 2.3.3          | 2.3.2        | 2002-2003 | PSF        | yes                 |
| 2.3.4          | 2.3.3        | 2004      | PSF        | yes                 |
| 2.3.5          | 2.3.4        | 2005      | PSF        | yes                 |
| 2.4            | 2.3          | 2004      | PSF        | yes                 |
| 2.4.1          | 2.4          | 2005      | PSF        | yes                 |
| 2.4.2          | 2.4.1        | 2005      | PSF        | yes                 |
| 2.4.3          | 2.4.2        | 2006      | PSF        | yes                 |
| 2.4.4          | 2.4.3        | 2006      | PSF        | yes                 |
| 2.5            | 2.4          | 2006      | PSF        | yes                 |
| 2.5.1          | 2.5          | 2007      | PSF        | yes                 |
| 2.5.2          | 2.5.1        | 2008      | PSF        | yes                 |
| 2.5.3          | 2.5.2        | 2008      | PSF        | yes                 |

|       |       |      |     |     |
|-------|-------|------|-----|-----|
| 2.6   | 2.5   | 2008 | PSF | yes |
| 2.6.1 | 2.6   | 2008 | PSF | yes |
| 2.6.2 | 2.6.1 | 2009 | PSF | yes |
| 2.6.3 | 2.6.2 | 2009 | PSF | yes |
| 2.6.4 | 2.6.3 | 2009 | PSF | yes |
| 2.6.5 | 2.6.4 | 2010 | PSF | yes |
| 3.0   | 2.6   | 2008 | PSF | yes |
| 3.0.1 | 3.0   | 2009 | PSF | yes |
| 3.1   | 3.0.1 | 2009 | PSF | yes |
| 3.1.1 | 3.1   | 2009 | PSF | yes |
| 3.1.2 | 3.1   | 2010 | PSF | yes |
| 3.2   | 3.1   | 2010 | PSF | yes |

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(2) According to Richard Stallman, 1.6.1 is not GPL-compatible, because its license has a choice of law clause. According to CNRI, however, Stallman's lawyer has told CNRI's lawyer that 1.6.1 is "not incompatible" with the GPL.

Thanks to the many outside volunteers who have worked under Guido's direction to make these releases possible.

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## 1.62 lumberjack 2.0.0

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of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

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

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

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

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the

Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

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

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

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

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

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

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

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

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

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

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

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

Section 6 states terms for distribution of such executables.

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

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

Otherwise, if the work is a derivative of the Library, you may

distribute the object code for the work under the terms of Section 6.

Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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

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

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

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

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

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

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4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the

complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

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

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

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



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

/* This file uses _GL_ATTRIBUTE_PURE. */
#if !_GL_CONFIG_H_INCLUDED
#error "Please include config.h first."
#endif

#include <stddef.h>

#ifndef
DOUBLE_SLASH_IS_DISTINCT_ROOT
define DOUBLE_SLASH_IS_DISTINCT_ROOT 0
```

```
#endif
```

```
#ifdef __cplusplus
extern "C" {
#endif
```

```
/* Return the address of the last file name component of FILENAME.
```

If FILENAME has some trailing slash(es), they are considered to be part of the last component.

If FILENAME has no relative file name components because it is a file system root, return the empty string.

Examples:

| FILENAME     | RESULT  |
|--------------|---------|
| "foo.c"      | "foo.c" |
| "foo/bar.c"  | "bar.c" |
| "/foo/bar.c" | "bar.c" |
| "foo/bar/"   | "bar/"  |
| "foo/bar/"   | "bar/"  |
| "/"          | ""      |
| "/"          | ""      |
| ""           | ""      |

The return value is a tail of the given FILENAME; do NOT free() it! \*/

```
/* This function was traditionally called 'basename', but we avoid this
function name because
```

\* Various platforms have different functions in their libc.

In particular, the glibc basename(),

defined in <string.h>, does

not consider trailing slashes to be part of the component:

| FILENAME   | RESULT |
|------------|--------|
| "foo/bar/" | ""     |
| "foo/bar/" | ""     |

\* The 'basename' command eliminates trailing slashes and for a root produces a non-empty result:

| FILENAME   | RESULT |
|------------|--------|
| "foo/bar/" | "bar"  |
| "foo/bar/" | "bar"  |
| "/"        | "/"    |
| "/"        | "/"    |

```
*/
```

```
extern char *last_component (char const *filename) _GL_ATTRIBUTE_PURE;
```

```
/* Return the length of the basename FILENAME.
```

Typically FILENAME is the value returned by base\_name or last\_component.

Act like strlen (FILENAME), except omit all trailing slashes. \*/

```
extern size_t base_len (char const *filename) _GL_ATTRIBUTE_PURE;
```

```
#ifdef __cplusplus
} /* extern "C" */
#endif
```

```
#endif /* _BASENAME_LGPL_H */
```

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## 1.64 alpine-keys 2.5-r0

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# Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=alpine-keys

pkgver=2.5

pkgrel=0

```
pkgdesc="Public keys for Alpine Linux packages"
url="https://alpinelinux.org"
we install arch specific keys to /etc so we cannot do arch=noarch
arch="all"
license="MIT"
replaces="alpine-base"
```

## 1.65 pierrec-1z4 4.1.21

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## 1.67 distro 1.9.0

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## 1.68 sqlx 1.3.4

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```
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```

The hypothetical commands

`show w' and `show c' should show the appropriate  
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```
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Ty Coon, President of Vice
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Julian Seward, [jseward@bzip.org](mailto:jseward@bzip.org)  
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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```
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 (actually AT&T syntax for insns and operands,
 adapted to BSD conventions for symbol names and debugging.)
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```

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```
/* Use the Sequent Symmetry assembler syntax. */
```

```
/* Define the syntax of pseudo-ops, labels and comments. */
```

```
/* Prefix for internally generated assembler
 labels. If we aren't using
 underscores, we are using prefix `.'s to identify labels that should
 be ignored, as in `i386/gas.h' --karl@cs.umb.edu */
```

```
#define LPREFIX "L"
```

```
/* Assembler pseudos to introduce constants of various size. */
```

```

#define ASM_BYTE "\t.byte\t"
#define ASM_SHORT "\t.word\t"
#define ASM_LONG "\t.long\t"
#define ASM_QUAD "\t.quad\t" /* Should not be used for 32bit compilation. */

/* This was suggested, but it shouldn't be right for debugger output. -- RMS
#define ASM_OUTPUT_SOURCE_FILENAME(FILE, NAME) */

/* Define the syntax of labels and symbol definitions/declarations. */

/* This is how to output an assembler line
that says to advance the location counter by SIZE bytes. */

#define ASM_OUTPUT_SKIP(FILE,SIZE) \
fprintf (FILE, "\t.space " HOST_WIDE_INT_PRINT_UNSIGNED"\n", (SIZE))

/* Define the syntax of labels and symbol definitions/declarations. */

/* This says how to output an assembler line
to define a global common symbol. */

#define
ASM_OUTPUT_COMMON(FILE, NAME, SIZE, ROUNDED) \
(fputs (".comm ", (FILE)), \
assemble_name ((FILE), (NAME)), \
fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

/* This says how to output an assembler line
to define a local common symbol. */

#define ASM_OUTPUT_LOCAL(FILE, NAME, SIZE, ROUNDED) \
(fputs (".lcomm ", (FILE)), \
assemble_name ((FILE), (NAME)), \
fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

#ifdef HAVE_GAS_LCOMM_WITH_ALIGNMENT
#define ASM_OUTPUT_ALIGNED_LOCAL(FILE, NAME, SIZE, ALIGNMENT) \
(fputs (".lcomm ", (FILE)), \
assemble_name ((FILE), (NAME)), \
fprintf ((FILE), ",%u,%u\n", (int)(SIZE), (int)(ALIGNMENT) / BITS_PER_UNIT))
#endif

/* This is how to output an assembler line
that says to advance the location counter
to a multiple of 2**LOG bytes. */

#define ASM_OUTPUT_ALIGN(FILE,LOG) \

```

```
if ((LOG)!=0) fprintf ((FILE), "\t.align %d\n", (LOG))
```

```
/* This is how to store into the string BUF
the symbol_ref name of an internal numbered
label where
PREFIX is the class of label and NUM is the number within the class.
This is suitable for output with `assemble_name'. */
```

```
#define ASM_GENERATE_INTERNAL_LABEL(BUF,PREFIX,NUMBER) \
 sprintf ((BUF), "%s%d", (PREFIX), (long)(NUMBER))
```

```
/* The prefix to add to user-visible assembler symbols. */
```

```
#define USER_LABEL_PREFIX "_"
```

```
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```

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```
#ifndef __VTV_H__
#define __VTV_H__
```

```
/* We could have used an enumeration here but it just makes it more
difficult for the compiler to generate a call to this. These are
```

```

used as arguments to the function __VLTChangePermission, declared
below. */
#define __VLTP_READ_ONLY 0
#define __VLTP_READ_WRITE 1

#ifdef __cplusplus
extern "C" void __VLTChangePermission (int);
#else
extern void __VLTChangePermission (int);
#endif

#ifdef BIG_PAGE_SIZE
/* TODO - Replace '4096' below with correct big page size. */
#define VTV_PAGE_SIZE 4096
#else
#ifdef defined(__sun__) && defined(__svr4__) && defined(__sparc__)
#define VTV_PAGE_SIZE 8192
#elif defined(__loongarch_lp64)
/* The page size is configurable by the kernel to
be 4, 16 or 64 KiB.
For now, only the default page size of 16KiB is supported. */
#define VTV_PAGE_SIZE 16384
#else
#define VTV_PAGE_SIZE 4096
#endif
#endif

#endif /* __VTV_H__ */
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```

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Version 3.1, 31 March 2009

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Ty Coon, President of Vice

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```
Automatically generated by apkgbuild-cpan, template 4
Contributor: Valery Kartel <valery.kartel@gmail.com>
Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=10
#_pkgreal is used by apkgbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
buildid="$srcdir/$_pkgreal-$pkgver"

build() {
```

```

export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
INSTALLDIRS=vendor \
NO_PACKLIST=1 \
NO_PERLLOCAL=1
make
}

check() {
export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
make test
}

package() {
make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
 BSD-Resource-1.2911.tar.gz
"
Contributor: Maxim Karasev <begs@disroot.org>
Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
0001-bsd-games-scores-dir.patch
"
options="!check" # no tests

build() {
some GNU autoconf options are ignored, but it works
./configure \
--build=$CBUILD \
--host=$CHOST \
--prefix=/usr \
--sysconfdir=/etc \
--mandir=/usr/share/man \
--sourcedir=/usr/share/$pkgname

```

```

make
}

package() {
make DESTDIR="$pkgdir" install
install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
 bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"

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```

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# Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21

pkgrel=8

pkgdesc="A library for high-performance 2D graphics"

url="https://www.levien.com/libart/"

arch="all"

options="!check" # No test suite.

license="LGPL-2.0-or-later"

subpackages="\$pkgname-dev"

source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-\$pkgver.tar.bz2"

"

```
builddir="$srcdir"/libart_lgpl-$pkgver
```

```
prepare() {
 update_config_sub
 default_prepare
}
```

```
build() {
 ./configure \
 --build=$CBUILD \
 --host=$CHOST \
 --prefix=/usr
 make
}
```

```
package() {
 make DESTDIR="$pkgdir" install
}
```

```
sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020 libart_lgpl-2.3.21.tar.bz2"
mini_sendmail - accept email on behalf of real sendmail
```

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```

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Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.26.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdft rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
 local license=${i##*/}
 echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
67e618d4642dfe4f366935d9514d6f7941d3711e77c49bc1b340ac572d36015981b8f10c72a9f80f1d83e132ae7e5093c
0155e0c0e786e4777ee16d1cb7b885a license-list-data-3.26.0.tar.gz
"

```

```

Contributor: Patrycja Rosa <alpine@ptrcnull.me>
Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
cdefs.h
queue.h
tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
 cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"

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The Kohonen neural network code for color optimization was written by Anthony Dekker.

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:

"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95

<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>

# Contributor: Dhruvin Gandhi <contact@dhruvin>

# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>

pkgname=py3-license-expression

\_pkgname=license\_expression

pkgver=30.4.1

pkgrel=0

pkgdesc="Library to parse, compare, simplify and normalize license expressions"

url="https://github.com/nexB/license-expression"

arch="noarch"

license="Apache-2.0"

depends="python3 py3-boolean.py"

makedepends="py3-setuptools py3-setuptools\_scm py3-gpep517 py3-wheel"

checkdepends="py3-pytest py3-pytest-xdist"

subpackages="\$pkgname-pyc"

source="https://files.pythonhosted.org/packages/source/l/\_pkgname/\_pkgname-\$pkgver.tar.gz"

builddir="\$srcdir/\$pkgname-\$pkgver"

```
build() {
 gpep517 build-wheel \
 --wheel-dir .dist \
 --output-fd 3 3>&1 >&2
}
```

```
check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}
```

```
package() {
 python3 -m installer -d "$pkgdir" \
 .dist/*.whl
}
```

sha512sums="

114c630f098939757e49187e35b4e54883266a2ee9ca283724992420ef4c860f9606a8342da0ab74d93627c10805f312  
fda3f699cbc7c4fbd47a71e220440fb0

```

license_expression-30.4.1.tar.gz
"
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

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 *
 * @(#)queue.h 8.5 (Berkeley) 8/20/94
 */

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
 * This file defines five types of data structures: singly-linked lists,
 * lists, simple queues, tail queues, and circular queues.
 *
 * A singly-linked list is headed by a single forward pointer. The
 * elements are singly linked for minimum space and
 * pointer manipulation
 * overhead at the expense of O(n) removal for arbitrary elements. New
 * elements can be added to the list after an existing element or at the

```

- \* head of the list. Elements being removed from the head of the list
- \* should use the explicit macro for this purpose for optimum
- \* efficiency. A singly-linked list may only be traversed in the forward
- \* direction. Singly-linked lists are ideal for applications with large
- \* datasets and few or no removals or for implementing a LIFO queue.
- \*
- \* A list is headed by a single forward pointer (or an array of forward
- \* pointers for a hash table header). The elements are doubly linked
- \* so that an arbitrary element can be removed without a need to
- \* traverse the list. New elements can be added to the list before
- \* or after an existing element or at the head of the list. A list
- \* may only be traversed in the forward direction.
- \*
- \* A simple queue is headed by a pair of pointers, one the head of the
- \* list and the
- other to the tail of the list. The elements are singly
- \* linked to save space, so elements can only be removed from the
- \* head of the list. New elements can be added to the list after
- \* an existing element, at the head of the list, or at the end of the
- \* list. A simple queue may only be traversed in the forward direction.
- \*
- \* A tail queue is headed by a pair of pointers, one to the head of the
- \* list and the other to the tail of the list. The elements are doubly
- \* linked so that an arbitrary element can be removed without a need to
- \* traverse the list. New elements can be added to the list before or
- \* after an existing element, at the head of the list, or at the end of
- \* the list. A tail queue may be traversed in either direction.
- \*
- \* A circle queue is headed by a pair of pointers, one to the head of the
- \* list and the other to the tail of the list. The elements are doubly
- \* linked so that an arbitrary element can be removed without a need to
- \* traverse the list. New elements
- can be added to the list before or after
- \* an existing element, at the head of the list, or at the end of the list.
- \* A circle queue may be traversed in either direction, but has a more
- \* complex end of list detection.
- \*
- \* For details on the use of these macros, see the queue(3) manual page.
- \*/
- /\*
- \* Include the definition of NULL only on NetBSD because sys/null.h
- \* is not available elsewhere. This conditional makes the header
- \* portable and it can simply be dropped verbatim into any system.
- \* The caveat is that on other systems some other header
- \* must provide NULL before the macros can be used.
- \*/
- #ifdef \_\_NetBSD\_\_

```

#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
if defined(_KERNEL)
define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
else
include <err.h>
define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
endif
#endif

/*
 * Singly-linked List definitions.
 */
#define SLIST_HEAD(name, type) \
struct name { \
 struct type *slh_first; /* first \
 element */ \
}

#define SLIST_HEAD_INITIALIZER(head) \
{ NULL }

#define SLIST_ENTRY(type) \
struct { \
 struct type *sle_next; /* next element */ \
}

/*
 * Singly-linked List access methods.
 */
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field) \
for((var) = (head)->slh_first; \
 (var) != SLIST_END(head); \
 (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = SLIST_FIRST(head); \
 (var) != SLIST_END(head) && \
 ((tvar) = SLIST_NEXT((var), field), 1); \
 (var) = (tvar))

```

```

/*
 * Singly-linked List functions.
 */

#define SLIST_INIT(head) do { \
 (head)->slh_first = SLIST_END(head); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do { \
 (elm)->field.sle_next = (slistelm)->field.sle_next; \
 (slistelm)->field.sle_next \
 = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do { \
 (elm)->field.sle_next = (head)->slh_first; \
 (head)->slh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do { \
 (slistelm)->field.sle_next = \
 SLIST_NEXT(SLIST_NEXT((slistelm), field), field); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do { \
 (head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do { \
 if ((head)->slh_first == (elm)) { \
 SLIST_REMOVE_HEAD((head), field); \
 } \
 else { \
 struct type *curelm = (head)->slh_first; \
 while(curelm->field.sle_next != (elm)) \
 curelm = curelm->field.sle_next; \
 curelm->field.sle_next = \
 curelm->field.sle_next->field.sle_next; \
 } \
} while (/*CONSTCOND*/0)

/*
 * List definitions.
 */

#define LIST_HEAD(name, type) \
struct name { \
 struct type *lh_first; /* first element */ \
}

```

```

#define LIST_HEAD_INITIALIZER(head) \
{ NULL }

#define LIST_ENTRY(type) \
struct { \
 struct type *le_next; /* next element */ \
 struct type **le_prev; /* address of previous next element */ \
}

/*
 * List access methods.
 */

#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL
#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field) \
for ((var) = ((head)->lh_first); \
 (var) != LIST_END(head); \
 (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = LIST_FIRST((head)); \
 (var) != LIST_END(head) && \
 ((tvar) = LIST_NEXT((var), field), 1); \
 (var) = (tvar))

#define LIST_MOVE(head1, head2) do { \
 LIST_INIT((head2)); \
 if (!LIST_EMPTY((head1))) \
 { \
 (head2)->lh_first = (head1)->lh_first; \
 LIST_INIT((head1)); \
 } \
} while (/*CONSTCOND*/0)

/*
 * List functions.
 */

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field) \
if ((head)->lh_first && \
 (head)->lh_first->field.le_prev != &(head)->lh_first) \
 QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field) \

```

```

if ((elm)->field.le_next && \
 (elm)->field.le_next->field.le_prev != \
 &(elm)->field.le_next) \
 QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
 __FILE__, __LINE__); \
if (*(elm)->field.le_prev != (elm)) \
 QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field) \
 (elm)->field.le_next = (void *)1L; \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do { \
 (head)->lh_first = LIST_END(head); \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
 QUEUEDEBUG_LIST_OP((listelm), field) \
 if (((elm)->field.le_next = (listelm)->field.le_next) != \
 LIST_END(head)) \
 (listelm)->field.le_next->field.le_prev = \
 &(elm)->field.le_next; \
 (listelm)->field.le_next = (elm); \
 (elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
 QUEUEDEBUG_LIST_OP((listelm), field) \
 (elm)->field.le_prev = (listelm)->field.le_prev; \
 (elm)->field.le_next = (listelm); \
 *(listelm)->field.le_prev = (elm); \
 (listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do { \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field) \
 if (((elm)->field.le_next \
 = (head)->lh_first) != LIST_END(head)) \
 (head)->lh_first->field.le_prev = &(elm)->field.le_next; \
 (head)->lh_first = (elm); \
 (elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)

```

```

#define LIST_REMOVE(elm, field) do { \
 QUEUEDEBUG_LIST_OP((elm), field) \
 if ((elm)->field.le_next != NULL) \
 (elm)->field.le_next->field.le_prev = \
 (elm)->field.le_prev; \
 *(elm)->field.le_prev = (elm)->field.le_next; \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do { \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
 (elm2)->field.le_next->field.le_prev = \
 &(elm2)->field.le_next; \
 (elm2)->field.le_prev = (elm)->field.le_prev; \
 *(elm2)->field.le_prev = (elm2); \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

/*
 * Simple queue definitions.
 */
#define SIMPLEQ_HEAD(name, type) \
struct name { \
 struct \
 type *sqh_first; /* first element */ \
 struct type **sqh_last; /* addr of last next element */ \
}

#define SIMPLEQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type) \
struct { \
 struct type *sqe_next; /* next element */ \
}

/*
 * Simple queue access methods.
 */
#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL
#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->sqh_first); \
 (var) != SIMPLEQ_END(head); \

```



```

 (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->sqh_first); \
 (var) != SIMPLEQ_END(head) && \
 ((next = ((var)->field.sqe_next)), 1); \
 (var) = (next))

/*
 * Simple queue functions.
 */
#define SIMPLEQ_INIT(head) do { \
 (head)->sqh_first = NULL; \
 (head)->sqh_last \
 = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do { \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
 (head)->sqh_last = &(elm)->field.sqe_next; \
 (head)->sqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
 (elm)->field.sqe_next = NULL; \
 *(head)->sqh_last = (elm); \
 (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \
 (head)->sqh_last = &(elm)->field.sqe_next; \
 (listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do { \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
 (head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
 if \
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
 == NULL) \
 (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do { \

```

```

if ((head)->sqh_first == (elm)) { \
 SIMPLEQ_REMOVE_HEAD((head), field); \
} else { \
 struct type *curelm = (head)->sqh_first; \
 while (curelm->field.sqe_next != (elm)) \
 curelm = curelm->field.sqe_next; \
 if ((curelm->field.sqe_next = \
 curelm->field.sqe_next->field.sqe_next) == NULL) \
 (head)->sqh_last = &(curelm->field.sqe_next); \
} \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do { \
 if (!SIMPLEQ_EMPTY((head2))) { \
 *(head1)->sqh_last = (head2)->sqh_first; \
 (head1)->sqh_last = (head2)->sqh_last; \
 SIMPLEQ_INIT((head2)); \
 } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field) \
 (SIMPLEQ_EMPTY((head)) ? \
 NULL : \
 ((struct type \
 *) (void *) \
 ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
 * Tail queue definitions.
 */
#define _TAILQ_HEAD(name, type, qual) \
 struct name { \
 qual type *tqh_first; /* first element */ \
 qual type *qual *tqh_last; /* addr of last next element */ \
 }
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head) \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual) \
 struct { \
 qual type *tqe_next; /* next element */ \
 qual type *qual *tqe_prev; /* address of previous next element */ \
 }
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*

```

```

* Tail queue access methods.
*/
#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (((struct headname *) (void *) ((head)->tqh_last))->tqh_last)
#define TAILQ_PREV(elm, headname, field) \
 (((struct headname *) (void *) ((elm)->field.tqe_prev))->tqh_last)
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

#define TAILQ_FOREACH(var, head, field) \
 for ((var) = ((head)->tqh_first); \
 (var) != TAILQ_END(head); \
 (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
 for ((var) = ((head)->tqh_first); \
 (var) != TAILQ_END(head) && \
 ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
 for ((var) = TAILQ_LAST((head), headname); \
 (var) != TAILQ_END(head); \
 (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname); \
 (var) != TAILQ_END(head) && \
 ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#ifdef QUEUEDEBDEBUG
#define QUEUEDEBDEBUG_TAILQ_INSERT_HEAD(head, \
 elm, field) \
 if ((head)->tqh_first && \
 (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
 QUEUEDEBDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBDEBUG_TAILQ_INSERT_TAIL(head, elm, field) \
 if (*(head)->tqh_last != NULL) \
 QUEUEDEBDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBDEBUG_TAILQ_OP(elm, field) \

```

```

if ((elm)->field.tqe_next && \
 (elm)->field.tqe_next->field.tqe_prev != \
 &(elm)->field.tqe_next) \
 QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
 __FILE__, __LINE__); \
if (*(elm)->field.tqe_prev != (elm)) \
 QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field) \
if ((elm)->field.tqe_next == NULL && \
 (head)->tqh_last != &(elm)->field.tqe_next) \
 QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \
 (head), (elm), __FILE__, \
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field) \
 (elm)->field.tqe_next = (void *)1L; \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
 (head)->tqh_first = TAILQ_END(head); \
 (head)->tqh_last = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do { \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head)) \
 (head)->tqh_first->field.tqe_prev = \
 &(elm)->field.tqe_next; \
 else \
 (head)->tqh_last = &(elm)->field.tqe_next; \
 (head)->tqh_first = (elm); \
 (elm)->field.tqe_prev = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head, \
 elm, field) do { \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
 (elm)->field.tqe_next = TAILQ_END(head); \
 (elm)->field.tqe_prev = (head)->tqh_last; \
 *(head)->tqh_last = (elm); \
 (head)->tqh_last = &(elm)->field.tqe_next; \
}

```

```

} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
 QUEUEDEBUG_TAILQ_OP((listelm), field) \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
 TAILQ_END(head)) \
 (elm)->field.tqe_next->field.tqe_prev = \
 &(elm)->field.tqe_next; \
 else \
 (head)->tqh_last = &(elm)->field.tqe_next; \
 (listelm)->field.tqe_next = (elm); \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
 QUEUEDEBUG_TAILQ_OP((listelm), field) \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev; \
 (elm)->field.tqe_next = (listelm); \
 *(listelm)->field.tqe_prev = (elm); \
 (listelm)->field.tqe_prev \
 = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do { \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field) \
 QUEUEDEBUG_TAILQ_OP((elm), field) \
 if (((elm)->field.tqe_next) != TAILQ_END(head)) \
 (elm)->field.tqe_next->field.tqe_prev = \
 (elm)->field.tqe_prev; \
 else \
 (head)->tqh_last = (elm)->field.tqe_prev; \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next; \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do { \
 if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
 TAILQ_END(head)) \
 (elm2)->field.tqe_next->field.tqe_prev = \
 &(elm2)->field.tqe_next; \
 else \
 (head)->tqh_last = &(elm2)->field.tqe_next; \
 (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
 *(elm2)->field.tqe_prev = (elm2); \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), \
 field); \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_CONCAT(head1, head2, field) do { \
 if (!TAILQ_EMPTY(head2)) { \
 *(head1)-> tqh_last = (head2)-> tqh_first; \
 (head2)-> tqh_first-> field.tqe_prev = (head1)-> tqh_last; \
 (head1)-> tqh_last = (head2)-> tqh_last; \
 TAILQ_INIT((head2)); \
 } \
} while (/*CONSTCOND*/0)

/*
 * Singly-linked Tail queue declarations.
 */
#define STAILQ_HEAD(name, type) \
struct name { \
 struct type *stqh_first; /* first element */ \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type) \
struct { \
 struct type *stqe_next; /* next element */ \
}

/*
 * Singly-linked Tail queue access methods.
 */
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head) \
 == STAILQ_END(head))

/*
 * Singly-linked Tail queue functions.
 */
#define STAILQ_INIT(head) do { \
 (head)->stqh_first = NULL; \
 (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do { \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
 (head)->stqh_last = &(elm)->field.stqe_next; \
 (head)->stqh_first = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define STAILQ_INSERT_TAIL(head, elm, field) do { \
 (elm)->field.stqe_next = NULL; \
 *(head)->stqh_last = (elm); \
 (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
 (head)->stqh_last = &(elm)->field.stqe_next; \
 (listelm)->field.stqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do { \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
 == NULL) \
 (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do { \
 if ((head)->stqh_first == (elm)) { \
 STAILQ_REMOVE_HEAD((head), field); \
 } else { \
 struct type *curelm = (head)->stqh_first; \
 while (curelm->field.stqe_next != (elm)) \
 curelm = curelm->field.stqe_next; \
 if ((curelm->field.stqe_next = \
 curelm->field.stqe_next->field.stqe_next) == NULL) \
 (head)->stqh_last = &(curelm)->field.stqe_next; \
 } \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field) \
 for ((var) = ((head)->stqh_first); \
 (var); \
 (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \
 for ((var) = STAILQ_FIRST((head)); \
 (var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
 (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do { \
 if (!STAILQ_EMPTY((head2))) { \
 *(head1)->stqh_last \
 = (head2)->stqh_first; \
 (head1)->stqh_last = (head2)->stqh_last; \
 STAILQ_INIT((head2)); \
 } \
} while (0)

```

```

} \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field) \
(STAILQ_EMPTY((head)) ? \
NULL : \
((struct type *) (void *) \
((char *)((head)->stqh_last) - offsetof(struct type, field))))

#ifndef _KERNEL
/*
 * Circular queue definitions. Do not use. We still keep the macros
 * for compatibility but because of pointer aliasing issues their use
 * is discouraged!
 */

/*
 * __launder_type(): We use this ugly hack to work around the the compiler
 * noticing that two types may not alias each other and elide tests in code.
 * We hit this in the CIRCLEQ macros when comparing 'struct name *' and
 * 'struct type *' (see CIRCLEQ_HEAD()). Modern compilers (such as GCC
 * 4.8) declare these comparisons as always false, causing the code to
 * not run as designed.
 *
 * This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
 *
 * If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
 * this by changing the head/tail sentinel values, but see the note above
 * this one.
 */
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field) \
if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
(head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
__FILE__, __LINE__); \
if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
(head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \

```



```

 QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field) \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
 if ((head)->cqh_last != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
 (elm), __FILE__, __LINE__); \
 } else { \
 if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
 (elm), __FILE__, __LINE__); \
 } \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
 if ((head)->cqh_first != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
 (elm), __FILE__, __LINE__); \
 } else { \
 if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
 (elm), __FILE__, __LINE__); \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field) \
 (elm)->field.cqe_next = (void *)1L; \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type) \
 struct name { \
 struct type *cqh_first; /* \
 first element */ \
 struct type *cqh_last; /* last element */ \
 }

#define CIRCLEQ_HEAD_INITIALIZER(head) \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \
 struct { \
 struct type *cqe_next; /* next element */ \
 struct type *cqe_prev; /* previous element */ \
 }

/*

```

```

* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do { \
 (head)->cqh_first = CIRCLEQ_END(head); \
 (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
 QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
 QUEUEDEBDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
 (elm)->field.cqe_next = (listelm)->field.cqe_next; \
 (elm)->field.cqe_prev = (listelm); \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm); \
 else \
 (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head, \
 listelm, elm, field) do { \
 QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
 QUEUEDEBDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
 (elm)->field.cqe_next = (listelm); \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm); \
 else \
 (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
 QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
 (elm)->field.cqe_next = (head)->cqh_first; \
 (elm)->field.cqe_prev = CIRCLEQ_END(head); \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm); \
 else \
 (head)->cqh_first->field.cqe_prev = (elm); \
 (head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
 QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
 (elm)->field.cqe_next \
 = CIRCLEQ_END(head); \
 (elm)->field.cqe_prev = (head)->cqh_last; \
} while (/*CONSTCOND*/0)

```

```

if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm); \
else \
 (head)->cqh_last->field.cqe_next = (elm); \
 (head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field) \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm)->field.cqe_prev; \
 else \
 (elm)->field.cqe_next->field.cqe_prev = \
 (elm)->field.cqe_prev; \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm)->field.cqe_next; \
 else \
 (elm)->field.cqe_prev->field.cqe_next = \
 (elm)->field.cqe_next; \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field) \
 for ((var) = ((head)->cqh_first); \
 (var) != CIRCLEQ_ENDC(head); \
 (var) \
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
 for ((var) = ((head)->cqh_last); \
 (var) != CIRCLEQ_ENDC(head); \
 (var) = ((var)->field.cqe_prev))

/*
 * Circular queue access methods.
 */

#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__laundry_type(head))
/* For assignments */
#define CIRCLEQ_END(head) ((void *) (head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
 (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

```

```

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
(((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 ? ((head)->cqh_first) \
 : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
(((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 ? ((head)->cqh_last) \
 :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gp517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright" # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gp517 build-wheel \
 --wheel-dir .dist \
 --output-fd 3 3>&1 >&2
}

package() {
 gp517 install-wheel --destdir "$pkgdir" \
 .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
flake8-copyright-0.2.4.tar.gz
"

```

```

#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef __cplusplus
define __BEGIN_DECLS extern "C" {
define __END_DECLS }
#else
define __BEGIN_DECLS
define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
define __THROW __attribute__((__nothrow__))
define __NTH(fct) __attribute__((__nothrow__)) fct
#else
define __THROW
define __NTH(fct) fct
#endif

#endif /* _SYS_CDEFS_H_ */
Maintainer: fossdd <fossdd@pwned.life>
pkgname=cargo-license
pkgver=0.6.1
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

```

```

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
36215145e79965be090ae2f5ce6f5eb208465eb67a94c26bed1fe70a131c46c6dc35695e30852759b7366883fbc3caf00
272d796ac634f0a5e1d49232b6b29d5 cargo-license-0.6.1.tar.gz
"

/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp */
/* Modified by Void Linux. */
/*
* Copyright 2002 Niels Provos <provos@citi.umich.edu>
* All rights reserved.
*
* Redistribution and use in source and binary forms, with or without
* modification, are permitted provided that the following conditions
* are met:
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* OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED.
* IN NO EVENT SHALL THE
* AUTHOR BE LIABLE FOR ANY DIRECT, INDIRECT,
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* NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,
* DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
* THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
* (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

#ifdef _SYS_TREE_H_
#define _SYS_TREE_H_

```

```

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y) \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \
 (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
 * This file defines data structures for different types of trees:
 * splay trees and red-black trees.
 *
 * A splay tree is a self-organizing
 * data structure. Every operation
 * on the tree causes a splay to happen. The splay moves the requested
 * node to the root of the tree and partly rebalances it.
 *
 * This has the benefit that request locality causes faster lookups as
 * the requested nodes move to the top of the tree. On the other hand,
 * every lookup causes memory writes.
 *
 * The Balance Theorem bounds the total access time for m operations
 * and n inserts on an initially empty tree as $O((m + n)\lg n)$. The
 * amortized cost for a sequence of m accesses to a splay tree is $O(\lg n)$;
 *
 * A red-black tree is a binary search tree with the node color as an
 * extra attribute. It fulfills a set of conditions:
 * - every search path from the root to a leaf consists of the
 * same number of black nodes,
 * - each red node (except for the root) has a black parent,
 * - each leaf node is black.
 *
 * Every operation on a red-black tree is bounded as $O(\lg n)$.
 * The maximum height of a red-black tree is $2\lg(n+1)$.
 */

#define SPLAY_HEAD(name, type) \
 struct name { \
 struct type *sph_root; /* root of the tree */ \
 }

#define SPLAY_INITIALIZER(root) \

```

```

{ NULL }

#define SPLAY_INIT(root) do { \
 (root)->sph_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type) \
struct { \
 struct type *spe_left; /* left element */ \
 struct type *spe_right; /* right element */ \
}

#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
 (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
 SPLAY_RIGHT((head)->sph_root, \
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root; \
 (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do { \
 SPLAY_LEFT(tmp, field) = (head)->sph_root; \
 tmp = (head)->sph_root; \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
 tmp = (head)->sph_root; \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
}

```



```

} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp) \
void name##_SPLAY(struct name *, struct type *); \
void name##_SPLAY_MINMAX(struct name *, int); \
struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
 \
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
 if (SPLAY_EMPTY(head)) \
 return(NULL); \
 name##_SPLAY(head, elm); \
 if ((cmp)(elm, (head)->sph_root) == 0) \
 return (head->sph_root); \
 return (NULL); \
} \
 \
static __inline _sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
 name##_SPLAY(head, elm); \
 if (SPLAY_RIGHT(elm, field) != NULL) { \
 elm = SPLAY_RIGHT(elm, field); \
 while (SPLAY_LEFT(elm, field) != NULL) { \
 elm = SPLAY_LEFT(elm, field); \
 } \
 } \
 else \
 elm = NULL; \
 return (elm); \
} \
 \
static _sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
 name##_SPLAY_MINMAX(head, val); \
 return (SPLAY_ROOT(head)); \
}

/* Main splay operation.
 * Moves node close to the key of elm to top
 */

```

```

#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{ \
 if (SPLAY_EMPTY(head)) { \
 SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
 } else { \
 int __comp; \
 name##_SPLAY(head, elm); \
 __comp = (cmp)(elm, (head)->sph_root); \
 if(__comp < 0) { \
 SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
 SPLAY_RIGHT(elm, field) = (head)->sph_root; \
 SPLAY_LEFT((head)->sph_root, field) = NULL; \
 } else if (__comp > 0) { \
 SPLAY_RIGHT(elm, \
field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT(elm, field) = (head)->sph_root; \
 SPLAY_RIGHT((head)->sph_root, field) = NULL; \
 } else \
 return ((head)->sph_root); \
 } \
 (head)->sph_root = (elm); \
 return (NULL); \
} \
\
struct type * \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{ \
 struct type *__tmp; \
 if (SPLAY_EMPTY(head)) \
 return (NULL); \
 name##_SPLAY(head, elm); \
 if ((cmp)(elm, (head)->sph_root) == 0) { \
 if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
 } else { \
 __tmp = SPLAY_RIGHT((head)->sph_root, field); \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
 name##_SPLAY(head, elm); \
 SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
 } \
 return (elm); \
 } \
 return (NULL); \
} \
\
void \

```

```

name##_SPLAY(struct
name *head, struct type *elm) \
{ \
struct type __node, *__left, *__right, *__tmp; \
int __comp; \
\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
__left = __right = &__node; \
\
while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
if (__comp < 0) { \
__tmp = SPLAY_LEFT((head)->sph_root, field); \
if (__tmp == NULL) \
break; \
if ((cmp)(elm, __tmp) < 0){ \
SPLAY_ROTATE_RIGHT(head, __tmp, field); \
if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
break; \
} \
SPLAY_LINKLEFT(head, __right, field); \
} else if (__comp > 0) { \
__tmp = SPLAY_RIGHT((head)->sph_root, field); \
if (__tmp == NULL) \
break; \
if ((cmp)(elm, __tmp) > 0){ \
SPLAY_ROTATE_LEFT(head, __tmp, field); \
if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
break; \
} \
SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field); \
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
struct type __node, *__left, *__right, *__tmp; \
\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
__left = __right = &__node; \
\
while (1) { \
if (__comp < 0) { \

```

```

__tmp = SPLAY_LEFT((head)->sph_root, field); \
if (__tmp == NULL) \
 break; \
if (__comp < 0){ \
 SPLAY_ROTATE_RIGHT(head, __tmp, field); \
 if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
 break; \
} \
SPLAY_LINKLEFT(head, __right, field); \
} else if (__comp > 0) { \
 __tmp = SPLAY_RIGHT((head)->sph_root, field); \
 if (__tmp == NULL) \
 break; \
 if (__comp > 0) { \
 SPLAY_ROTATE_LEFT(head, __tmp, field); \
 if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
 break; \
 } \
 SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
 : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
 : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
 for ((x) = SPLAY_MIN(name, head); \
 (x) != NULL; \
 (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
struct name { \
 struct type *rbh_root; /* root of the tree */ \
}

```

```

#define RB_INITIALIZER(root) \
{
 NULL }

#define RB_INIT(root) do { \
 (root)->rbh_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type) \
struct { \
 struct type *rbe_left; /* left element */ \
 struct type *rbe_right; /* right element */ \
 struct type *rbe_parent; /* parent element */ \
 int rbe_color; /* node color */ \
}

#define RB_LEFT(elm, field) (elm)->field.rbe_left
#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do { \
 RB_PARENT(elm, field) = parent; \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
 RB_COLOR(elm, field) = RB_RED; \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do { \
 RB_COLOR(black, field) = RB_BLACK; \
 RB_COLOR(red, field) \
 = RB_RED; \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do { \
 (tmp) = RB_RIGHT(elm, field); \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
 RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
 } \
 RB_AUGMENT(elm); \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \

```

```

if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
 RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
else \
 RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
} else \
 (head)->rbh_root = (tmp); \
 RB_LEFT(tmp, field) = (elm); \
 RB_PARENT(elm, field) = (tmp); \
 RB_AUGMENT(tmp); \
 if ((RB_PARENT(tmp, field))) \
 RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do { \
 (tmp) = RB_LEFT(elm, field); \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field)) \
 != NULL) { \
 RB_PARENT(RB_RIGHT(tmp, field), field) = (elm); \
 } \
 RB_AUGMENT(elm); \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
 if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
 RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
 else \
 RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else \
 (head)->rbh_root = (tmp); \
 RB_RIGHT(tmp, field) = (elm); \
 RB_PARENT(elm, field) = (tmp); \
 RB_AUGMENT(tmp); \
 if ((RB_PARENT(tmp, field))) \
 RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp) \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp) \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr) \
 attr void name##_RB_INSERT_COLOR(struct name *, struct \
 type *); \
 attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *); \
 attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
 attr struct type *name##_RB_INSERT(struct name *, struct type *); \
 attr struct type *name##_RB_FIND(struct name *, struct type *); \
 attr struct type *name##_RB_NFIND(struct name *, struct type *); \
 attr struct type *name##_RB_NEXT(struct type *); \

```

```

attr struct type *name##_RB_PREV(struct type *); \
attr struct type *name##_RB_MINMAX(struct name *, int); \
\

/* Main rb operation.
 * Moves node close to the key of elm to top
 */
#define RB_GENERATE(name, type, field, cmp) \
RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
attr void \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
{ \
 struct type \
 *parent, *gparent, *tmp; \
 while ((parent = RB_PARENT(elm, field)) != NULL && \
 RB_COLOR(parent, field) == RB_RED) { \
 gparent = RB_PARENT(parent, field); \
 if (parent == RB_LEFT(gparent, field)) { \
 tmp = RB_RIGHT(gparent, field); \
 if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
 RB_COLOR(tmp, field) = RB_BLACK; \
 RB_SET_BLACKRED(parent, gparent, field);\
 elm = gparent; \
 continue; \
 } \
 if (RB_RIGHT(parent, field) == elm) { \
 RB_ROTATE_LEFT(head, parent, tmp, field);\
 tmp = parent; \
 parent = elm; \
 elm = tmp; \
 } \
 RB_SET_BLACKRED(parent, gparent, field); \
 RB_ROTATE_RIGHT(head, gparent, tmp, field); \
 } else { \
 tmp = RB_LEFT(gparent, field); \
 if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
 RB_COLOR(tmp, field) = RB_BLACK; \
 RB_SET_BLACKRED(parent, gparent, field);\
 elm = gparent; \
 continue; \
 } \
 if (RB_LEFT(parent, field) == elm) \
 } \
 RB_ROTATE_RIGHT(head, parent, tmp, field);\
 tmp = parent; \

```

```

 parent = elm; \
 elm = tmp; \
} \
RB_SET_BLACKRED(parent, gparent, field); \
RB_ROTATE_LEFT(head, gparent, tmp, field); \
} \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
\
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
 struct type *tmp; \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
 elm != RB_ROOT(head)) { \
 if (RB_LEFT(parent, field) == elm) { \
 tmp = RB_RIGHT(parent, field); \
 if (RB_COLOR(tmp, field) == RB_RED) { \
 RB_SET_BLACKRED(tmp, parent, field); \
 RB_ROTATE_LEFT(head, parent, tmp, field); \
 tmp = RB_RIGHT(parent, field); \
 } \
 if ((RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) && \
 (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, \
field), field) == RB_BLACK)) {\
 RB_COLOR(tmp, field) = RB_RED; \
 elm = parent; \
 parent = RB_PARENT(elm, field); \
 } else { \
 if (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
 struct type *oleft; \
 if ((oleft = RB_LEFT(tmp, field)) \
 != NULL) \
 RB_COLOR(oleft, field) = RB_BLACK; \
 RB_COLOR(tmp, field) = RB_RED; \
 RB_ROTATE_RIGHT(head, tmp, oleft, field); \
 tmp = RB_RIGHT(parent, field); \
 } \
 RB_COLOR(tmp, field) = RB_COLOR(parent, field); \
 RB_COLOR(parent, field) = RB_BLACK; \
 if (RB_RIGHT(tmp, field)) \
 RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK; \
 RB_ROTATE_LEFT(head, parent, tmp, field); \
 elm = RB_ROOT(head); \
 } \
 } \
 } \
}

```



```

 break; \
} \
} else { \
 tmp = RB_LEFT(parent, field); \
 if (RB_COLOR(tmp, field) == RB_RED) { \
 RB_SET_BLACKRED(tmp, parent, field); \
 RB_ROTATE_RIGHT(head, parent, tmp, field);\
 tmp
= RB_LEFT(parent, field); \
 } \
 if ((RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
 (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
 RB_COLOR(tmp, field) = RB_RED; \
 elm = parent; \
 parent = RB_PARENT(elm, field); \
 } else { \
 if (RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
 struct type *oright; \
 if ((oright = RB_RIGHT(tmp, field)) \
 != NULL) \
 RB_COLOR(oright, field) = RB_BLACK;\
 RB_COLOR(tmp, field) = RB_RED; \
 RB_ROTATE_LEFT(head, tmp, oright, field);\
 tmp = RB_LEFT(parent, field); \
 } \
 RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
 RB_COLOR(parent, field) = RB_BLACK; \
 if (RB_LEFT(tmp, field)) \
 RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
 RB_ROTATE_RIGHT(head, parent, tmp, field);\
 elm = RB_ROOT(head); \
 break; \
 } \
} \
} \
} \
if
(elm) \
 RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
 struct type *child, *parent, *old = elm; \
 int color; \

```

```

if (RB_LEFT(elm, field) == NULL) \
 child = RB_RIGHT(elm, field); \
else if (RB_RIGHT(elm, field) == NULL) \
 child = RB_LEFT(elm, field); \
else { \
 struct type *left; \
 elm = RB_RIGHT(elm, field); \
 while ((left = RB_LEFT(elm, field)) != NULL) \
 elm = left; \
 child = RB_RIGHT(elm, field); \
 parent = RB_PARENT(elm, field); \
 color = RB_COLOR(elm, field); \
 if (child) \
 RB_PARENT(child, field) = parent; \
 if (parent) { \
 if (RB_LEFT(parent, field) == elm) \
 RB_LEFT(parent, field) = child; \
 else \
 RB_RIGHT(parent, field) = child; \
 RB_AUGMENT(parent); \
 } else \
 RB_ROOT(head)
= child; \
if (RB_PARENT(elm, field) == old) \
 parent = elm; \
(elm)->field = (old)->field; \
if (RB_PARENT(old, field)) { \
 if (RB_LEFT(RB_PARENT(old, field), field) == old)\
 RB_LEFT(RB_PARENT(old, field), field) = elm;\
 else \
 RB_RIGHT(RB_PARENT(old, field), field) = elm;\
 RB_AUGMENT(RB_PARENT(old, field)); \
} else \
 RB_ROOT(head) = elm; \
RB_PARENT(RB_LEFT(old, field), field) = elm; \
if (RB_RIGHT(old, field)) \
 RB_PARENT(RB_RIGHT(old, field), field) = elm; \
if (parent) { \
 left = parent; \
 do { \
 RB_AUGMENT(left); \
 } while ((left = RB_PARENT(left, field)) != NULL); \
} \
goto color; \
} \
parent = RB_PARENT(elm, field); \
color = RB_COLOR(elm, field); \
if (child) \

```

```

 RB_PARENT(child, field) = parent; \
 if (parent) { \
 if (RB_LEFT(parent, field) == elm) \
 RB_LEFT(parent, field) = child; \
 else \
 RB_RIGHT(parent,
field) = child; \
 RB_AUGMENT(parent); \
 } else \
 RB_ROOT(head) = child; \
 color: \
 if (color == RB_BLACK) \
 name##_RB_REMOVE_COLOR(head, parent, child); \
 return (old); \
} \
\
/* Inserts a node into the RB tree */ \
attr struct type * \
name##_RB_INSERT(struct name *head, struct type *elm) \
{ \
 struct type *tmp; \
 struct type *parent = NULL; \
 int comp = 0; \
 tmp = RB_ROOT(head); \
 while (tmp) { \
 parent = tmp; \
 comp = (cmp)(elm, parent); \
 if (comp < 0) \
 tmp = RB_LEFT(tmp, field); \
 else if (comp > 0) \
 tmp = RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
 RB_SET(elm, parent, field); \
 if (parent != NULL) { \
 if (comp < 0) \
 RB_LEFT(parent, field) = elm; \
 else \
 RB_RIGHT(parent, field) = elm; \
 RB_AUGMENT(parent); \
 } else \
 RB_ROOT(head) = elm; \
 name##_RB_INSERT_COLOR(head,
elm); \
 return (NULL); \
} \
\

```

```

/* Finds the node with the same key as elm */ \
attr struct type * \
name##_RB_FIND(struct name *head, struct type *elm) \
{ \
 struct type *tmp = RB_ROOT(head); \
 int comp; \
 while (tmp) { \
 comp = cmp(elm, tmp); \
 if (comp < 0) \
 tmp = RB_LEFT(tmp, field); \
 else if (comp > 0) \
 tmp = RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
 return (NULL); \
} \

/* Finds the first node greater than or equal to the search key */\
attr struct type * \
name##_RB_NFIND(struct name *head, struct type *elm) \
{ \
 struct type *tmp = RB_ROOT(head); \
 struct type *res = NULL; \
 int comp; \
 while (tmp) { \
 comp = cmp(elm, tmp); \
 if (comp < 0) { \
 res = tmp; \
 tmp = RB_LEFT(tmp, field); \
 } \
 else if (comp > 0) \
 tmp = \
RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
 return (res); \
} \

/* ARGSUSED */ \
attr struct type * \
name##_RB_NEXT(struct type *elm) \
{ \
 if (RB_RIGHT(elm, field)) { \
 elm = RB_RIGHT(elm, field); \
 while (RB_LEFT(elm, field)) \
 elm = RB_LEFT(elm, field); \
 } \
}

```

```

} else {
 \
 if (RB_PARENT(elm, field) &&
 (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 else {
 \
 while (RB_PARENT(elm, field) &&
 (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 elm = RB_PARENT(elm, field); \
 } \
} \
return (elm); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_PREV(struct type *elm) \
{
 \
 if (RB_LEFT(elm, field)) { \
 elm = RB_LEFT(elm, field); \
 while (RB_RIGHT(elm, field)) \
 elm = RB_RIGHT(elm, field); \
 }
else {
 \
 if (RB_PARENT(elm, field) &&
 (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 else {
 \
 while (RB_PARENT(elm, field) &&
 (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 elm = RB_PARENT(elm, field); \
 } \
} \
return (elm); \
} \
\
attr struct type * \
name##_RB_MINMAX(struct name *head, int val) \
{
 \
 struct type *tmp = RB_ROOT(head); \
 struct type *parent = NULL; \
 while (tmp) {
 \
 parent = tmp; \
 if (val < 0) \
 tmp = RB_LEFT(tmp, field); \
 else \
 tmp = RB_RIGHT(tmp, field); \
 }

```

```

} \
return (parent); \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \
for ((x) = RB_MIN(name, head); \
(x) != NULL; \
(x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y) \
for ((x) = RB_MIN(name, head); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \
for ((x) = RB_MAX(name, head); \
(x) != NULL; \
(x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
head, y) \
for ((x) = RB_MAX(name, head); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

```

```
#endif /* _SYS_TREE_H_ */
pkgname=linux-headers
pkgver=6.14.2 # Follow the latest Linux stable
_kernver=${pkgver%.*}
pkgrel=0
pkgdesc="Linux system headers"
url="https://kernel.org/"
arch="all" # Headers are architecture specific
license="GPL-2.0-only"
makedepends="perl"
options="!check !dbg !strip !tracedeps !archcheck"
source="https://kernel.org/pub/linux/kernel/v6.x/linux-$_kernver.tar.xz
revert-broken-uapi.patch
0003-remove-inclusion-of-sysinfo.h-in-kernel.h.patch"
```

# 1.81 etcd-api 3.5.16

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# 1.82 gcompat 1.1.0-r4

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## 1.84 coreutils 9.7-r1

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```
#ifndef _BASENAME_LGPL_H
#define _BASENAME_LGPL_H

/* This file uses _GL_ATTRIBUTE_PURE. */
#if !_GL_CONFIG_H_INCLUDED
#error "Please include config.h first."
#endif

#include <stddef.h>

#ifndef
DOUBLE_SLASH_IS_DISTINCT_ROOT
define DOUBLE_SLASH_IS_DISTINCT_ROOT 0
#endif

#ifdef __cplusplus
extern "C" {
#endif

/* Return the address of the last file name component of FILENAME.
 If FILENAME has some trailing slash(es), they are considered to be
 part of the last component.
 If FILENAME has no relative file name components because it is a file
 system root, return the empty string.
 Examples:
 FILENAME RESULT
 "foo.c" "foo.c"
 "foo/bar.c" "bar.c"
 "/foo/bar.c" "bar.c"
 "foo/bar/" "bar/"
 "foo/bar/" "bar/"
 "/" ""
 "/" ""
 "" ""

 The return value is a tail of the given FILENAME; do NOT free() it! */
```

```

/* This function was traditionally called 'basename', but we avoid this
function name because
* Various platforms have different functions in their libc.
In particular, the glibc basename(),
defined in <string.h>, does
not consider trailing slashes to be part of the component:
FILENAME RESULT
"foo/bar/" ""
"foo/bar//" ""
* The 'basename' command eliminates trailing slashes and for a root
produces a non-empty result:
FILENAME RESULT
"foo/bar/" "bar"
"foo/bar//" "bar"
"/" "/"
"//" "/"
*/

extern char *last_component (char const *filename) _GL_ATTRIBUTE_PURE;

/* Return the length of the basename FILENAME.
Typically FILENAME is the value returned by base_name or last_component.
Act like strlen (FILENAME), except omit all trailing slashes. */
extern size_t base_len (char const *filename) _GL_ATTRIBUTE_PURE;

#ifdef __cplusplus
} /* extern "C" */
#endif

#endif /* _BASENAME_LGPL_H */
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Version 3, 29 June 2007

```

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# 1.85 wheel 0.45.1

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## 1.86 apk-tools 2.14.9-r2

### 1.86.1 Available under license :

```
Automatically generated by apkbuild-cpan, template 4
Contributor: Valery Kartel <valery.kartel@gmail.com>
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maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=10
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-${pkgver}"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
 INSTALLDIRS=vendor \
 NO_PACKLIST=1 \
 NO_PERLLOCAL=1
 make
}
```

```

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
 BSD-Resource-1.2911.tar.gz
"

Contributor: Maxim Karasev <begs@disroot.org>
Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
0001-bsd-games-scores-dir.patch
"

options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
 --build=$CBUILD \
 --host=$CHOST \
 --prefix=/usr \
 --sysconfdir=/etc \
 --mandir=/usr/share/man \
 --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

```

```
sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
 bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"
```

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mini\_sendmail - accept email on behalf of real sendmail

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# Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21

pkgrel=8

pkgdesc="A library for high-performance 2D graphics"

url="https://www.levien.com/libart/"

arch="all"

options="!check" # No test suite.

license="LGPL-2.0-or-later"

subpackages="\$pkgname-dev"

source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-\$pkgver.tar.bz2"

"

builddir="\$srcdir"/libart-lgpl-\$pkgver

```
prepare() {
 update_config_sub
 default_prepare
}
```

```
build() {
 ./configure \
 --build=$CBUILD \
 --host=$CHOST \
 --prefix=/usr
 make
}
```

```
package() {
 make DESTDIR="$pkgdir" install
}
```

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e76654309e001aee9bace727b5b4c8589405256a3c020 libart-lgpl-2.3.21.tar.bz2"

# Contributor: Patrycja Rosa <alpine@ptrcnull.me>

# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>

pkgname=bsd-compat-headers

pkgver=0.7.2

pkgrel=6

pkgdesc="BSD compatibility headers (cdefs, queue, tree)"

```

url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
cdefs.h
queue.h
tree.h
"

builddir="$srcdir"
options="!check" # just headers

package() {
mkdir -p "$pkgdir"
install -Dm644 -t "$pkgdir"/usr/include/sys \
cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"

Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.26.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
mkdir -p "$pkgdir"
}

```

```

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
 local license=${i##*/}
 echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
67e618d4642dfe4f366935d9514d6f7941d3711e77c49bc1b340ac572d36015981b8f10c72a9f80f1d83e132ae7e5093c
0155e0c0e786e4777ee16d1cb7b885a license-list-data-3.26.0.tar.gz
"

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student practice (Universite Bordeaux, France). For additional information about X-splines, see:  
 "X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95  
<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>  
 # Contributor: Dhruvin Gandhi <contact@dhruvin>  
 # Maintainer: Patrycja Rosa <alpine@ptrcnull.me>  
 pkgname=py3-license-expression  
 \_pkgname=license\_expression  
 pkgver=30.4.1  
 pkgrel=0  
 pkgdesc="Library to parse, compare, simplify and normalize license expressions"  
 url="https://github.com/nexB/license-expression"  
 arch="noarch"  
 license="Apache-2.0"  
 depends="python3 py3-boolean.py"  
 makedepends="py3-setuptools py3-setuptools\_scm py3-gpep517 py3-wheel"  
 checkdepends="py3-pytest py3-pytest-xdist"  
 subpackages="\$pkgname-pyc"  
 source="https://files.pythonhosted.org/packages/source/l/\${\_pkgname}/\${\_pkgname}-\${pkgver}.tar.gz"  
 buildddir="\$srcdir/\${\_pkgname}-\${pkgver}"  
  
 build() {  
 gpep517 build-wheel \  
 --wheel-dir .dist \  
 --output-fd 3 3>&1 >&2  
 }  
  
 check() {  
 python3 -m venv --clear --without-pip --system-site-packages .testenv  
 .testenv/bin/python3 -m installer .dist/\*.whl  
 .testenv/bin/python3 -m pytest  
 }  
  
 package() {  
 python3 -m installer -d "\$pkgdir" \  
 .dist/\*.whl  
 }  
  
 sha512sums="  
 114c630f098939757e49187e35b4e54883266a2ee9ca283724992420ef4c860f9606a8342da0ab74d93627c10805f312  
 fda3f699cbc7c4fbd47a71e220440fb0  
 license\_expression-30.4.1.tar.gz  
 "  
 /\* \$NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp \$ \*/  
  
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- \* HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT
- \* LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY
- \* OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF
- \* SUCH DAMAGE.
- \*
- \* @(#)queue.h 8.5 (Berkeley) 8/20/94
- \*/

```
#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_
```

```
/*
```

- \* This file defines five types of data structures: singly-linked lists,
- \* lists, simple queues, tail queues, and circular queues.
- \*
- \* A singly-linked list is headed by a single forward pointer. The
- \* elements are singly linked for minimum space and
- pointer manipulation
- \* overhead at the expense of O(n) removal for arbitrary elements. New
- \* elements can be added to the list after an existing element or at the
- \* head of the list. Elements being removed from the head of the list
- \* should use the explicit macro for this purpose for optimum
- \* efficiency. A singly-linked list may only be traversed in the forward
- \* direction. Singly-linked lists are ideal for applications with large
- \* datasets and few or no removals or for implementing a LIFO queue.
- \*
- \* A list is headed by a single forward pointer (or an array of forward
- \* pointers for a hash table header). The elements are doubly linked

- \* so that an arbitrary element can be removed without a need to
- \* traverse the list. New elements can be added to the list before
- \* or after an existing element or at the head of the list. A list
- \* may only be traversed in the forward direction.
- \*
- \* A simple queue is headed by a pair of pointers, one the head of the
- \* list and the
- other to the tail of the list. The elements are singly
- \* linked to save space, so elements can only be removed from the
- \* head of the list. New elements can be added to the list after
- \* an existing element, at the head of the list, or at the end of the
- \* list. A simple queue may only be traversed in the forward direction.
- \*
- \* A tail queue is headed by a pair of pointers, one to the head of the
- \* list and the other to the tail of the list. The elements are doubly
- \* linked so that an arbitrary element can be removed without a need to
- \* traverse the list. New elements can be added to the list before or
- \* after an existing element, at the head of the list, or at the end of
- \* the list. A tail queue may be traversed in either direction.
- \*
- \* A circle queue is headed by a pair of pointers, one to the head of the
- \* list and the other to the tail of the list. The elements are doubly
- \* linked so that an arbitrary element can be removed without a need to
- \* traverse the list. New elements
- can be added to the list before or after
- \* an existing element, at the head of the list, or at the end of the list.
- \* A circle queue may be traversed in either direction, but has a more
- \* complex end of list detection.
- \*
- \* For details on the use of these macros, see the queue(3) manual page.
- \*/
- /\*
- \* Include the definition of NULL only on NetBSD because sys/null.h
- \* is not available elsewhere. This conditional makes the header
- \* portable and it can simply be dropped verbatim into any system.
- \* The caveat is that on other systems some other header
- \* must provide NULL before the macros can be used.
- \*/
- #ifdef \_\_NetBSD\_\_
- #include <sys/null.h>
- #endif
- #if defined(QUEUEDEBUG)
- # if defined(\_KERNEL)
- # define QUEUEDEBUG\_ABORT(...) panic(\_\_VA\_ARGS\_\_)
- # else
- # include <err.h>

```

define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
endif
#endif

/*
 * Singly-linked List definitions.
 */
#define SLIST_HEAD(name, type) \
struct name { \
 struct type *slh_first; /* first \
 element */ \
}

#define SLIST_HEAD_INITIALIZER(head) \
{ NULL }

#define SLIST_ENTRY(type) \
struct { \
 struct type *sle_next; /* next element */ \
}

/*
 * Singly-linked List access methods.
 */
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field) \
for((var) = (head)->slh_first; \
 (var) != SLIST_END(head); \
 (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = SLIST_FIRST((head)); \
 (var) != SLIST_END(head) && \
 ((tvar) = SLIST_NEXT((var), field), 1); \
 (var) = (tvar))

/*
 * Singly-linked List functions.
 */
#define SLIST_INIT(head) do { \
 (head)->slh_first = SLIST_END(head); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do { \

```

```

(elm)->field.sle_next = (slistelm)->field.sle_next; \
(slistelm)->field.sle_next
= (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do { \
(elm)->field.sle_next = (head)->slh_first; \
(head)->slh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do { \
(slistelm)->field.sle_next = \
 SLIST_NEXT(SLIST_NEXT((slistelm), field), field); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do { \
(head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do { \
if ((head)->slh_first == (elm)) { \
 SLIST_REMOVE_HEAD((head), field); \
} \
else { \
 struct type *curelm = (head)->slh_first; \
 while(curelm->field.sle_next != (elm)) \
 curelm = curelm->field.sle_next; \
 curelm->field.sle_next = \
 curelm->field.sle_next->field.sle_next; \
} \
} while (/*CONSTCOND*/0)

/*
 * List definitions.
 */
#define LIST_HEAD(name, type) \
struct name { \
 struct type *lh_first; /* first element */ \
}

#define LIST_HEAD_INITIALIZER(head) \
{ NULL }

#define LIST_ENTRY(type) \
struct { \
 struct type *le_next; /* next element */ \
 struct type **le_prev; /* address of previous next element */ \
}

```

```

}

/*
 * List access methods.
 */

#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL
#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field) \
 for ((var) = ((head)->lh_first); \
 (var) != LIST_END(head); \
 (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar) \
 for ((var) = LIST_FIRST((head)); \
 (var) != LIST_END(head) && \
 ((tvar) = LIST_NEXT((var), field), 1); \
 (var) = (tvar))

#define LIST_MOVE(head1, head2) do { \
 LIST_INIT((head2)); \
 if (!LIST_EMPTY((head1))) \
 { \
 (head2)->lh_first = (head1)->lh_first; \
 LIST_INIT((head1)); \
 } \
} while (/*CONSTCOND*/0)

/*
 * List functions.
 */

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field) \
 if ((head)->lh_first && \
 (head)->lh_first->field.le_prev != &(head)->lh_first) \
 QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field) \
 if ((elm)->field.le_next && \
 (elm)->field.le_next->field.le_prev != \
 &(elm)->field.le_next) \
 QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
 __FILE__, __LINE__); \
 if (*(elm)->field.le_prev != (elm)) \
 QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
 __FILE__, __LINE__);
#endif

```

```

#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field) \
 (elm)->field.le_next = (void *)1L; \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do { \
 (head)->lh_first = LIST_END(head); \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
 QUEUEDEBUG_LIST_OP((listelm), field) \
 if (((elm)->field.le_next = (listelm)->field.le_next) != \
 LIST_END(head)) \
 (listelm)->field.le_next->field.le_prev = \
 &(elm)->field.le_next; \
 (listelm)->field.le_next = (elm); \
 (elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
 QUEUEDEBUG_LIST_OP((listelm), field) \
 (elm)->field.le_prev = (listelm)->field.le_prev; \
 (elm)->field.le_next = (listelm); \
 *(listelm)->field.le_prev = (elm); \
 (listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do { \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field) \
 if (((elm)->field.le_next \
 = (head)->lh_first) != LIST_END(head)) \
 (head)->lh_first->field.le_prev = &(elm)->field.le_next; \
 (head)->lh_first = (elm); \
 (elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do { \
 QUEUEDEBUG_LIST_OP((elm), field) \
 if ((elm)->field.le_next != NULL) \
 (elm)->field.le_next->field.le_prev = \
 (elm)->field.le_prev; \
 *(elm)->field.le_prev = (elm)->field.le_next; \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

```

```

} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do { \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
 (elm2)->field.le_next->field.le_prev = \
 &(elm2)->field.le_next; \
 (elm2)->field.le_prev = (elm)->field.le_prev; \
 *(elm2)->field.le_prev = (elm2); \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
 } while (/*CONSTCOND*/0)

/*
 * Simple queue definitions.
 */
#define SIMPLEQ_HEAD(name, type) \
struct name { \
 struct \
 type *sqh_first; /* first element */ \
 struct type **sqh_last; /* addr of last next element */ \
}

#define SIMPLEQ_HEAD_INITIALIZER(head) \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type) \
struct { \
 struct type *sqe_next; /* next element */ \
}

/*
 * Simple queue access methods.
 */
#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL
#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field) \
 for ((var) = ((head)->sqh_first); \
 (var) != SIMPLEQ_END(head); \
 (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next) \
 for ((var) = ((head)->sqh_first); \
 (var) != SIMPLEQ_END(head) && \
 ((next = ((var)->field.sqe_next)), 1); \
 (var) = (next))

```



```

/*
 * Simple queue functions.
 */
#define SIMPLEQ_INIT(head) do { \
 (head)->sqh_first = NULL; \
 (head)->sqh_last \
 = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do { \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
 (head)->sqh_last = &(elm)->field.sqe_next; \
 (head)->sqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
 (elm)->field.sqe_next = NULL; \
 *(head)->sqh_last = (elm); \
 (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \
 (head)->sqh_last = &(elm)->field.sqe_next; \
 (listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do { \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
 (head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
 if \
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
 == NULL) \
 (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do { \
 if ((head)->sqh_first == (elm)) { \
 SIMPLEQ_REMOVE_HEAD((head), field); \
 } else { \
 struct type *curelm = (head)->sqh_first; \
 while (curelm->field.sqe_next != (elm)) \
 curelm = curelm->field.sqe_next; \
 if ((curelm->field.sqe_next = \
 curelm->field.sqe_next->field.sqe_next) == NULL) \

```

```

 (head)->sqh_last = &(curelm)->field.sqe_next; \
 } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do { \
 if (!SIMPLEQ_EMPTY((head2))) { \
 *(head1)->sqh_last = (head2)->sqh_first; \
 (head1)->sqh_last = (head2)->sqh_last; \
 SIMPLEQ_INIT((head2)); \
 } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field) \
 (SIMPLEQ_EMPTY((head)) ? \
 NULL : \
 ((struct type \
 *)((void *) \
 ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
 * Tail queue definitions.
 */
#define _TAILQ_HEAD(name, type, qual) \
struct name { \
 qual type *tqh_first; /* first element */ \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head) \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual) \
struct { \
 qual type *tqe_next; /* next element */ \
 qual type *qual *tqe_prev; /* address of previous next element */ \
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
 * Tail queue access methods.
 */
#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (((struct headname *)((void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \

```

```

(*(((struct headname
*)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

#define TAILQ_FOREACH(var, head, field) \
for ((var) = ((head)->tqh_first); \
 (var) != TAILQ_END(head); \
 (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->tqh_first); \
 (var) != TAILQ_END(head) && \
 ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
for ((var) = TAILQ_LAST((head), headname); \
 (var) != TAILQ_END(head); \
 (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
for ((var) = TAILQ_LAST((head), headname); \
 (var) != TAILQ_END(head) && \
 ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
 * Tail queue functions.
 */
#if defined(QEUEDEDEBUG)
#define QEUEDEDEBUG_TAILQ_INSERT_HEAD(head, \
elm, field) \
if ((head)->tqh_first && \
 (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
QEUEDEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QEUEDEDEBUG_TAILQ_INSERT_TAIL(head, elm, field) \
if (*(head)->tqh_last != NULL) \
QEUEDEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QEUEDEDEBUG_TAILQ_OP(elm, field) \
if ((elm)->field.tqe_next && \
 (elm)->field.tqe_next->field.tqe_prev != \
 &(elm)->field.tqe_next) \
QEUEDEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
 __FILE__, __LINE__); \
if (*(elm)->field.tqe_prev != (elm)) \
QEUEDEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
 __FILE__, __LINE__);

```

```

#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field) \
if ((elm)->field.tqe_next == NULL && \
 (head)->tqh_last != &(elm)->field.tqe_next) \
 QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \
 (head), (elm), __FILE__, \
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field) \
 (elm)->field.tqe_next = (void *)1L; \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
 (head)->tqh_first = TAILQ_END(head); \
 (head)->tqh_last = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do { \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head)) \
 (head)->tqh_first->field.tqe_prev = \
 &(elm)->field.tqe_next; \
 else \
 (head)->tqh_last = &(elm)->field.tqe_next; \
 (head)->tqh_first = (elm); \
 (elm)->field.tqe_prev = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head, \
 elm, field) do { \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
 (elm)->field.tqe_next = TAILQ_END(head); \
 (elm)->field.tqe_prev = (head)->tqh_last; \
 *(head)->tqh_last = (elm); \
 (head)->tqh_last = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
 QUEUEDEBUG_TAILQ_OP((listelm), field) \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
 TAILQ_END(head)) \
 (elm)->field.tqe_next->field.tqe_prev = \
 &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

else \
 (head)->tqh_last = &(elm)->field.tqe_next; \
 (listelm)->field.tqe_next = (elm); \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
 QUEUEDEBUG_TAILQ_OP((listelm), field) \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev; \
 (elm)->field.tqe_next = (listelm); \
 *(listelm)->field.tqe_prev = (elm); \
 (listelm)->field.tqe_prev \
 = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do { \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field) \
 QUEUEDEBUG_TAILQ_OP((elm), field) \
 if (((elm)->field.tqe_next) != TAILQ_END(head)) \
 (elm)->field.tqe_next->field.tqe_prev = \
 (elm)->field.tqe_prev; \
 else \
 (head)->tqh_last = (elm)->field.tqe_prev; \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next; \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do { \
 if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
 TAILQ_END(head)) \
 (elm2)->field.tqe_next->field.tqe_prev = \
 &(elm2)->field.tqe_next; \
 else \
 (head)->tqh_last = &(elm2)->field.tqe_next; \
 (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
 *(elm2)->field.tqe_prev = (elm2); \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), \
 field); \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do { \
 if (!TAILQ_EMPTY(head2)) { \
 *(head1)->tqh_last = (head2)->tqh_first; \
 (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
 (head1)->tqh_last = (head2)->tqh_last; \
 TAILQ_INIT((head2)); \
 } \
} while (/*CONSTCOND*/0)

```

```

/*
 * Singly-linked Tail queue declarations.
 */
#define STAILQ_HEAD(name, type) \
struct name { \
 struct type *stqh_first; /* first element */ \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type) \
struct { \
 struct type *stqe_next; /* next element */ \
}

/*
 * Singly-linked Tail queue access methods.
 */
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head) \
 == STAILQ_END(head))

/*
 * Singly-linked Tail queue functions.
 */
#define STAILQ_INIT(head) do { \
 (head)->stqh_first = NULL; \
 (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do { \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
 (head)->stqh_last = &(elm)->field.stqe_next; \
 (head)->stqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do { \
 (elm)->field.stqe_next = NULL; \
 *(head)->stqh_last = (elm); \
 (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do { \

```

```

if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
(head)->stqh_last = &(elm)->field.stqe_next; \
(listelm)->field.stqe_next = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define STAILQ_REMOVE_HEAD(head, field) do { \
if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
== NULL) \
(head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

```

```

#define STAILQ_REMOVE(head, elm, type, field) do { \
if ((head)->stqh_first == (elm)) { \
STAILQ_REMOVE_HEAD((head), field); \
} else { \
struct type *curelm = (head)->stqh_first; \
while (curelm->field.stqe_next != (elm)) \
curelm = curelm->field.stqe_next; \
if ((curelm->field.stqe_next = \
curelm->field.stqe_next->field.stqe_next) == NULL) \
(head)->stqh_last = &(curelm)->field.stqe_next; \
} \
} while (/*CONSTCOND*/0)

```

```

#define STAILQ_FOREACH(var, head, field) \
for ((var) = ((head)->stqh_first); \
(var); \
(var) = ((var)->field.stqe_next))

```

```

#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = STAILQ_FIRST((head)); \
(var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
(var) = (tvar))

```

```

#define STAILQ_CONCAT(head1, head2) do { \
if (!STAILQ_EMPTY((head2))) { \
*(head1)->stqh_last \
= (head2)->stqh_first; \
(head1)->stqh_last = (head2)->stqh_last; \
STAILQ_INIT((head2)); \
} \
} while (/*CONSTCOND*/0)

```

```

#define STAILQ_LAST(head, type, field) \
(STAILQ_EMPTY((head)) ? \
NULL : \
((struct type *) (void *) \
((char *)((head)->stqh_last) - offsetof(struct type, field))))

```

```

#ifndef _KERNEL
/*
 * Circular queue definitions. Do not use. We still keep the macros
 * for compatibility but because of pointer aliasing issues their use
 * is discouraged!
 */

/*
 * __launder_type(): We use this ugly hack to work around the the compiler
 * noticing that two types may not alias each other and elide tests in code.
 * We hit this in the CIRCLEQ macros when comparing 'struct name *' and
 * 'struct type *' (see CIRCLEQ_HEAD()). Modern compilers (such as GCC
 * 4.8) declare these comparisons as always false, causing the code to
 * not run as designed.
 *
 * This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
 *
 * If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
 * this by changing the head/tail sentinel values, but see the note above
 * this one.
 */
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field) \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
 (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
 QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
 __FILE__, __LINE__); \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
 (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
 QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field) \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
 if ((head)->cqh_last != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
 (elm), __FILE__, __LINE__); \
 }

```



```

} else { \
if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
 (elm), __FILE__, __LINE__); \
} \
if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
if ((head)->cqh_first != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
 (elm), __FILE__, __LINE__); \
} else { \
if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
 (elm), __FILE__, __LINE__); \
}
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field) \
 (elm)->field.cqe_next = (void *)1L; \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type) \
struct name { \
 struct type *cqh_first; /* \
 first element */ \
 struct type *cqh_last; /* last element */ \
}

#define CIRCLEQ_HEAD_INITIALIZER(head) \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \
struct { \
 struct type *cqe_next; /* next element */ \
 struct type *cqe_prev; /* previous element */ \
}

/*
 * Circular queue functions.
 */
#define CIRCLEQ_INIT(head) do { \
 (head)->cqh_first = CIRCLEQ_END(head); \
 (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \

```

```

QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
(elm)->field.cqe_next = (listelm)->field.cqe_next; \
(elm)->field.cqe_prev = (listelm); \
if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm); \
else \
 (listelm)->field.cqe_next->field.cqe_prev = (elm); \
(listelm)->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_INSERT_BEFORE(head,
listelm, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
 (elm)->field.cqe_next = (listelm); \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm); \
 else \
 (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 (elm)->field.cqe_next = (head)->cqh_first; \
 (elm)->field.cqe_prev = CIRCLEQ_END(head); \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm); \
 else \
 (head)->cqh_first->field.cqe_prev = (elm); \
 (head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 (elm)->field.cqe_next
= CIRCLEQ_END(head); \
 (elm)->field.cqe_prev = (head)->cqh_last; \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm); \
 else \
 (head)->cqh_last->field.cqe_next = (elm); \
 (head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_REMOVE(head, elm, field) do { \

```

```

QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field) \
if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm)->field.cqe_prev; \
else \
 (elm)->field.cqe_next->field.cqe_prev = \
 (elm)->field.cqe_prev; \
if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm)->field.cqe_next; \
else \
 (elm)->field.cqe_prev->field.cqe_next = \
 (elm)->field.cqe_next; \
QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->cqh_first); \
 (var) != CIRCLEQ_ENDC(head); \
 (var) \
 = ((var)->field.cqe_next))

```

```

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
for ((var) = ((head)->cqh_last); \
 (var) != CIRCLEQ_ENDC(head); \
 (var) = ((var)->field.cqe_prev))

```

```

/*
 * Circular queue access methods.
 */
#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__launter_type(head))
/* For assignments */
#define CIRCLEQ_END(head) ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
 (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

```

```

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
(((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 ? ((head)->cqh_first) \
 : (elm)->field.cqe_next)
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
(((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 ? ((head)->cqh_last) \
 :

```

```

(elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright" # Backwards compatibility
provides="py-flake8-copyright=${pkgver}-r${pkgrel}" # Backwards compatibility

build() {
 gpep517 build-wheel \
 --wheel-dir .dist \
 --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
 .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
 flake8-copyright-0.2.4.tar.gz
"

#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

```

```

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef __cplusplus
define __BEGIN_DECLS extern "C" {
define __END_DECLS }
#else
define __BEGIN_DECLS
define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
define __THROW __attribute__((__nothrow__))
define __NTH(fct) __attribute__((__nothrow__)) fct
#else
define __THROW
define __NTH(fct) fct
#endif

#endif /* _SYS_CDEFS_H_ */
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```

Version 2, June 1991

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<signature of Ty Coon >, 1 April 1989 Ty Coon, President of Vice This General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Lesser General Public License instead of this License.

# Maintainer: fossdd <fossdd@pwned.life>

pkgname=cargo-license

pkgver=0.6.1

pkgrel=1

pkgdesc="Cargo subcommand to see license of dependencies"

url="https://github.com/onur/cargo-license"

arch="all"

license="MIT"

makedepends="cargo cargo-auditable"

source="\$pkgname-\$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/\$pkgver/download"

prepare() {

default\_prepare

cargo fetch --target="\$CTARGET" --locked

}

build() {

cargo auditable build --release --frozen

}

check() {

```

cargo test --frozen
}

package() {
install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
36215145e79965be090ae2f5ce6f5eb208465eb67a94c26bed1fe70a131c46c6dc35695e30852759b7366883fbc3caf00
272d796ac634f0a5e1d49232b6b29d5 cargo-license-0.6.1.tar.gz
"

/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
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* (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y) \
((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \
 (__GNUC__ > (x)))
#else

```

```

#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
 * This file defines data structures for different types of trees:
 * splay trees and red-black trees.
 *
 * A splay tree is a self-organizing
 * data structure. Every operation
 * on the tree causes a splay to happen. The splay moves the requested
 * node to the root of the tree and partly rebalances it.
 *
 * This has the benefit that request locality causes faster lookups as
 * the requested nodes move to the top of the tree. On the other hand,
 * every lookup causes memory writes.
 *
 * The Balance Theorem bounds the total access time for m operations
 * and n inserts on an initially empty tree as $O((m + n)\lg n)$. The
 * amortized cost for a sequence of m accesses to a splay tree is $O(\lg n)$;
 *
 * A red-black tree is a binary search tree with the node color as an
 * extra attribute. It fulfills a set of conditions:
 * - every search path from the root to a leaf consists of the
 * same number of black nodes,
 * - each red node (except for the root) has a black parent,
 * - each leaf node is black.
 *
 * Every operation on a red-black tree is bounded as $O(\lg n)$.
 * The maximum height of a red-black tree is $2\lg(n+1)$.
 */

#define SPLAY_HEAD(name, type) \
struct name { \
 struct type *sph_root; /* root of the tree */ \
}

#define SPLAY_INITIALIZER(root) \
{ NULL }

#define SPLAY_INIT(root) do { \
 (root)->sph_root = NULL; \
} while (/*CONSTCOND*/ 0)

```

```

#define SPLAY_ENTRY(type) \
struct { \
 struct type *spe_left; /* left element */ \
 struct type *spe_right; /* right element */ \
}

#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
 (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
 SPLAY_RIGHT((head)->sph_root, \
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root; \
 (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do { \
 SPLAY_LEFT(tmp, field) = (head)->sph_root; \
 tmp = (head)->sph_root; \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
 tmp = (head)->sph_root; \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define

```

```

 SPLAY_PROTOTYPE(name, type, field, cmp) \
void name##_SPLAY(struct name *, struct type *); \
void name##_SPLAY_MINMAX(struct name *, int); \
struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
\
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
 if (SPLAY_EMPTY(head)) \
 return(NULL); \
 name##_SPLAY(head, elm); \
 if ((cmp)(elm, (head->sph_root) == 0) \
 return (head->sph_root); \
 return (NULL); \
} \
\
static __inline _sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
 name##_SPLAY(head, elm); \
 if (SPLAY_RIGHT(elm, field) != NULL) { \
 elm = SPLAY_RIGHT(elm, field); \
 while (SPLAY_LEFT(elm, field) != NULL) { \
 elm = SPLAY_LEFT(elm, field); \
 } \
 } \
 else \
 elm = NULL; \
 return (elm); \
} \
\
static _sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
 name##_SPLAY_MINMAX(head, val); \
 return (SPLAY_ROOT(head)); \
} \
\
/* Main splay operation.
 * Moves node close to the key of elm to top
 */
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{ \
 if (SPLAY_EMPTY(head)) { \

```



```

 SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
} else { \
 int __comp; \
 name##_SPLAY(head, elm); \
 __comp = (cmp)(elm, (head)->sph_root); \
 if(__comp < 0) { \
 SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
 SPLAY_RIGHT(elm, field) = (head)->sph_root; \
 SPLAY_LEFT((head)->sph_root, field) = NULL; \
 } else if (__comp > 0) { \
 SPLAY_RIGHT(elm,
field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT(elm, field) = (head)->sph_root; \
 SPLAY_RIGHT((head)->sph_root, field) = NULL; \
 } else \
 return ((head)->sph_root); \
} \
(head)->sph_root = (elm); \
return (NULL); \
} \
\
struct type * \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{ \
 struct type *__tmp; \
 if (SPLAY_EMPTY(head)) \
 return (NULL); \
 name##_SPLAY(head, elm); \
 if ((cmp)(elm, (head)->sph_root) == 0) { \
 if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
 } else { \
 __tmp = SPLAY_RIGHT((head)->sph_root, field);\
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
 name##_SPLAY(head, elm); \
 SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
 } \
 return (elm); \
 } \
 return (NULL); \
} \
\
void \
name##_SPLAY(struct
name *head, struct type *elm) \
{ \
 struct type __node, *__left, *__right, *__tmp; \
 int __comp; \

```

```

\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
__left = __right = &__node; \
\
while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
if (__comp < 0) { \
__tmp = SPLAY_LEFT((head)->sph_root, field);\
if (__tmp == NULL) \
break; \
if ((cmp)(elm, __tmp) < 0){ \
SPLAY_ROTATE_RIGHT(head, __tmp, field);\
if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
break; \
} \
SPLAY_LINKLEFT(head, __right, field);\
} else if (__comp > 0) { \
__tmp = SPLAY_RIGHT((head)->sph_root, field);\
if (__tmp == NULL) \
break; \
if ((cmp)(elm, __tmp) > 0){ \
SPLAY_ROTATE_LEFT(head, __tmp, field);\
if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
break; \
} \
SPLAY_LINKRIGHT(head, __left, field);\
} \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field);\
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
struct type __node, *__left, *__right, *__tmp; \
\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
__left = __right = &__node; \
\
while (1) { \
if (__comp < 0) { \
__tmp = SPLAY_LEFT((head)->sph_root, field);\
if (__tmp == NULL) \
break; \
if (__comp < 0){ \
SPLAY_ROTATE_RIGHT(head, __tmp, field);\

```

```

 if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
 break; \
} \
SPLAY_LINKLEFT(head, __right, field); \
} else if (__comp > 0) { \
 __tmp = SPLAY_RIGHT((head)->sph_root, field); \
 if (__tmp == NULL) \
 break; \
 if (__comp > 0) { \
 SPLAY_ROTATE_LEFT(head, __tmp, field); \
 if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
 break; \
 } \
 SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
 : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
 : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
 for ((x) = SPLAY_MIN(name, head); \
 (x) != NULL; \
 (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
struct name { \
 struct type *rbh_root; /* root of the tree */ \
}

#define RB_INITIALIZER(root) \
{ \
 NULL }

#define RB_INIT(root) do { \

```

```

(root)->rbh_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type) \
struct { \
 struct type *rbe_left; /* left element */ \
 struct type *rbe_right; /* right element */ \
 struct type *rbe_parent; /* parent element */ \
 int rbe_color; /* node color */ \
}

#define RB_LEFT(elm, field) (elm)->field.rbe_left
#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do { \
 RB_PARENT(elm, field) = parent; \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
 RB_COLOR(elm, field) = RB_RED; \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do { \
 RB_COLOR(black, field) = RB_BLACK; \
 RB_COLOR(red, field) \
 = RB_RED; \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do { \
 (tmp) = RB_RIGHT(elm, field); \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
 RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
 } \
 RB_AUGMENT(elm); \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
 if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
 RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
 else \
 RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else \

```

```

(head)->rbh_root = (tmp); \
RB_LEFT(tmp, field) = (elm); \
RB_PARENT(elm, field) = (tmp); \
RB_AUGMENT(tmp); \
if ((RB_PARENT(tmp, field))) \
 RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do { \
 (tmp) = RB_LEFT(elm, field); \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field)) \
 != NULL) { \
 RB_PARENT(RB_RIGHT(tmp, field), field) = (elm); \
 } \
 RB_AUGMENT(elm); \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
 if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
 RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
 else \
 RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else \
 (head)->rbh_root = (tmp); \
 RB_RIGHT(tmp, field) = (elm); \
 RB_PARENT(elm, field) = (tmp); \
 RB_AUGMENT(tmp); \
 if ((RB_PARENT(tmp, field))) \
 RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp) \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp) \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr) \
 attr void name##_RB_INSERT_COLOR(struct name *, struct \
 type *); \
 attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *); \
 attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
 attr struct type *name##_RB_INSERT(struct name *, struct type *); \
 attr struct type *name##_RB_FIND(struct name *, struct type *); \
 attr struct type *name##_RB_NFIND(struct name *, struct type *); \
 attr struct type *name##_RB_NEXT(struct type *); \
 attr struct type *name##_RB_PREV(struct type *); \
 attr struct type *name##_RB_MINMAX(struct name *, int); \
 \

/* Main rb operation.

```

```

* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp) \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
 attr void \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
{ \
 struct type \
 *parent, *gparent, *tmp; \
 while ((parent = RB_PARENT(elm, field)) != NULL && \
 RB_COLOR(parent, field) == RB_RED) { \
 gparent = RB_PARENT(parent, field); \
 if (parent == RB_LEFT(gparent, field)) { \
 tmp = RB_RIGHT(gparent, field); \
 if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
 RB_COLOR(tmp, field) = RB_BLACK; \
 RB_SET_BLACKRED(parent, gparent, field);\
 elm = gparent; \
 continue; \
 } \
 if (RB_RIGHT(parent, field) == elm) { \
 RB_ROTATE_LEFT(head, parent, tmp, field);\
 tmp = parent; \
 parent = elm; \
 elm = tmp; \
 } \
 RB_SET_BLACKRED(parent, gparent, field); \
 RB_ROTATE_RIGHT(head, gparent, tmp, field); \
 } else { \
 tmp = RB_LEFT(gparent, field); \
 if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
 RB_COLOR(tmp, field) = RB_BLACK; \
 RB_SET_BLACKRED(parent, gparent, field);\
 elm = gparent; \
 continue; \
 } \
 if (RB_LEFT(parent, field) == elm) \
{ \
 RB_ROTATE_RIGHT(head, parent, tmp, field);\
 tmp = parent; \
 parent = elm; \
 elm = tmp; \
 } \
 RB_SET_BLACKRED(parent, gparent, field); \
 RB_ROTATE_LEFT(head, gparent, tmp, field); \

```

```

 } \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
 \
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
 struct type *tmp; \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
 elm != RB_ROOT(head)) { \
 if (RB_LEFT(parent, field) == elm) { \
 tmp = RB_RIGHT(parent, field); \
 if (RB_COLOR(tmp, field) == RB_RED) { \
 RB_SET_BLACKRED(tmp, parent, field); \
 RB_ROTATE_LEFT(head, parent, tmp, field);\
 tmp = RB_RIGHT(parent, field); \
 } \
 if ((RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) && \
 (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, \
field), field) == RB_BLACK)) {\
 RB_COLOR(tmp, field) = RB_RED; \
 elm = parent; \
 parent = RB_PARENT(elm, field); \
 } else { \
 if (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
 struct type *oleft; \
 if ((oleft = RB_LEFT(tmp, field)) \
 != NULL) \
 RB_COLOR(oleft, field) = RB_BLACK;\
 RB_COLOR(tmp, field) = RB_RED; \
 RB_ROTATE_RIGHT(head, tmp, oleft, field);\
 tmp = RB_RIGHT(parent, field); \
 } \
 RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
 RB_COLOR(parent, field) = RB_BLACK; \
 if (RB_RIGHT(tmp, field)) \
 RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
 RB_ROTATE_LEFT(head, parent, tmp, field);\
 elm = RB_ROOT(head); \
 break; \
 } \
 } else { \
 tmp = RB_LEFT(parent, field); \
 if (RB_COLOR(tmp, field) == RB_RED) { \

```

```

 RB_SET_BLACKRED(tmp, parent, field); \
 RB_ROTATE_RIGHT(head, parent, tmp, field);\
 tmp
= RB_LEFT(parent, field); \
} \
if ((RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
 (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
 RB_COLOR(tmp, field) = RB_RED; \
 elm = parent; \
 parent = RB_PARENT(elm, field); \
} else { \
 if (RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
 struct type *oright; \
 if ((oright = RB_RIGHT(tmp, field)) \
 != NULL) \
 RB_COLOR(oright, field) = RB_BLACK;\
 RB_COLOR(tmp, field) = RB_RED; \
 RB_ROTATE_LEFT(head, tmp, oright, field);\
 tmp = RB_LEFT(parent, field); \
 } \
 RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
 RB_COLOR(parent, field) = RB_BLACK; \
 if (RB_LEFT(tmp, field)) \
 RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
 RB_ROTATE_RIGHT(head, parent, tmp, field);\
 elm = RB_ROOT(head); \
 break; \
} \
} \
} \
if
(elm) \
 RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
 struct type *child, *parent, *old = elm; \
 int color; \
 if (RB_LEFT(elm, field) == NULL) \
 child = RB_RIGHT(elm, field); \
 else if (RB_RIGHT(elm, field) == NULL) \
 child = RB_LEFT(elm, field); \
 else { \

```



```

struct type *left; \
elm = RB_RIGHT(elm, field); \
while ((left = RB_LEFT(elm, field)) != NULL) \
 elm = left; \
child = RB_RIGHT(elm, field); \
parent = RB_PARENT(elm, field); \
color = RB_COLOR(elm, field); \
if (child) \
 RB_PARENT(child, field) = parent; \
if (parent) { \
 if (RB_LEFT(parent, field) == elm) \
 RB_LEFT(parent, field) = child; \
 else \
 RB_RIGHT(parent, field) = child; \
 RB_AUGMENT(parent); \
} else \
 RB_ROOT(head)
= child; \
if (RB_PARENT(elm, field) == old) \
 parent = elm; \
(elm)->field = (old)->field; \
if (RB_PARENT(old, field)) { \
 if (RB_LEFT(RB_PARENT(old, field), field) == old)\
 RB_LEFT(RB_PARENT(old, field), field) = elm;\
 else \
 RB_RIGHT(RB_PARENT(old, field), field) = elm;\
 RB_AUGMENT(RB_PARENT(old, field)); \
} else \
 RB_ROOT(head) = elm; \
RB_PARENT(RB_LEFT(old, field), field) = elm; \
if (RB_RIGHT(old, field)) \
 RB_PARENT(RB_RIGHT(old, field), field) = elm; \
if (parent) { \
 left = parent; \
 do { \
 RB_AUGMENT(left); \
 } while ((left = RB_PARENT(left, field)) != NULL); \
} \
goto color; \
} \
parent = RB_PARENT(elm, field); \
color = RB_COLOR(elm, field); \
if (child) \
 RB_PARENT(child, field) = parent; \
if (parent) { \
 if (RB_LEFT(parent, field) == elm) \
 RB_LEFT(parent, field) = child; \
 else \

```

```

 RB_RIGHT(parent,
field) = child; \
 RB_AUGMENT(parent); \
} else \
 RB_ROOT(head) = child; \
color: \
if (color == RB_BLACK) \
 name##_RB_REMOVE_COLOR(head, parent, child); \
return (old); \
} \
\
/* Inserts a node into the RB tree */ \
attr struct type * \
name##_RB_INSERT(struct name *head, struct type *elm) \
{ \
 struct type *tmp; \
 struct type *parent = NULL; \
 int comp = 0; \
 tmp = RB_ROOT(head); \
 while (tmp) { \
 parent = tmp; \
 comp = (cmp)(elm, parent); \
 if (comp < 0) \
 tmp = RB_LEFT(tmp, field); \
 else if (comp > 0) \
 tmp = RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
 RB_SET(elm, parent, field); \
 if (parent != NULL) { \
 if (comp < 0) \
 RB_LEFT(parent, field) = elm; \
 else \
 RB_RIGHT(parent, field) = elm; \
 RB_AUGMENT(parent); \
 } else \
 RB_ROOT(head) = elm; \
 name##_RB_INSERT_COLOR(head,
elm); \
 return (NULL); \
} \
\
/* Finds the node with the same key as elm */ \
attr struct type * \
name##_RB_FIND(struct name *head, struct type *elm) \
{ \
 struct type *tmp = RB_ROOT(head); \

```

```

int comp; \
while (tmp) { \
 comp = cmp(elm, tmp); \
 if (comp < 0) \
 tmp = RB_LEFT(tmp, field); \
 else if (comp > 0) \
 tmp = RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
} \
return (NULL); \
} \
 \
/* Finds the first node greater than or equal to the search key */\
attr struct type * \
name##_RB_NFIND(struct name *head, struct type *elm) \
{ \
 struct type *tmp = RB_ROOT(head); \
 struct type *res = NULL; \
 int comp; \
 while (tmp) { \
 comp = cmp(elm, tmp); \
 if (comp < 0) { \
 res = tmp; \
 tmp = RB_LEFT(tmp, field); \
 } \
 else if (comp > 0) \
 tmp = \
RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
 return (res); \
} \
 \
/* ARGSUSED */ \
attr struct type * \
name##_RB_NEXT(struct type *elm) \
{ \
 if (RB_RIGHT(elm, field)) { \
 elm = RB_RIGHT(elm, field); \
 while (RB_LEFT(elm, field)) \
 elm = RB_LEFT(elm, field); \
 } else { \
 if (RB_PARENT(elm, field) && \
 (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 else { \

```

```

while (RB_PARENT(elm, field) && \
 (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
 elm = RB_PARENT(elm, field); \
elm = RB_PARENT(elm, field); \
} \
} \
return (elm); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_PREV(struct type *elm) \
{ \
 if (RB_LEFT(elm, field)) { \
 elm = RB_LEFT(elm, field); \
 while (RB_RIGHT(elm, field)) \
 elm = RB_RIGHT(elm, field); \
 } \
 else { \
 if (RB_PARENT(elm, field) && \
 (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 else { \
 while (RB_PARENT(elm, field) && \
 (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
 elm = RB_PARENT(elm, field); \
 elm = RB_PARENT(elm, field); \
 } \
 } \
 return (elm); \
} \
\
attr struct type * \
name##_RB_MINMAX(struct name *head, int val) \
{ \
 struct type *tmp = RB_ROOT(head); \
 struct type *parent = NULL; \
 while (tmp) { \
 parent = tmp; \
 if (val < 0) \
 tmp = RB_LEFT(tmp, field); \
 else \
 tmp = RB_RIGHT(tmp, field); \
 } \
 return (parent); \
}

#define RB_NEGINF -1

```

```

#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \
for ((x) = RB_MIN(name, head); \
(x) != NULL; \
(x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y) \
for ((x) = RB_MIN(name, head); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \
for ((x) = RB_MAX(name, head); \
(x) != NULL; \
(x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
head, y) \
for ((x) = RB_MAX(name, head); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#endif /* _SYS_TREE_H_ */

```

# 1.87 pgx 5.7.2

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# 1.88 gofork 1.7.6

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## 1.89 libproc2 4.0.4-r3

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/\* zlib.h -- interface of the 'zlib' general purpose compression library  
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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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for West Wind Live Reload ASP.NET Core Middleware

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lz4net

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Use:

<https://github.com/dotnet/coreclr/blob/a9074bce5e3814db67dbec1c56f477202164d162/tests/src/sizeondisk/sodbench/SoDBench.cs#L738>

```
<Project Sdk="Microsoft.NET.Sdk">
```

```
<PropertyGroup>
```

```
<OutputType>Exe</OutputType>
```

```
<ApplicationManifest>App.manifest</ApplicationManifest>
```

```
</PropertyGroup>
```

```
<ItemGroup>
```

```
<Compile Include="Program.cs" />
```

```

 <Compile Include="../../ServerContracts/Server.CoClasses.cs" />
 <Compile Include="../../ServerContracts/Server.Contracts.cs" />
 <Compile Include="../../ServerContracts/ServerGuids.cs" />
 </ItemGroup>
 <ItemGroup>
 <ProjectReference Include="../../NativeServer/CMakeLists.txt" />
 <ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
 </ItemGroup>
</Project>

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In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.2            | 2.1.1        | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          |              |           |            |                     |

|       |       |           |     |     |
|-------|-------|-----------|-----|-----|
| 2.1.2 | 2002  | PSF       | yes |     |
| 2.2.1 | 2.2   | 2002      | PSF | yes |
| 2.2.2 | 2.2.1 | 2002      | PSF | yes |
| 2.2.3 | 2.2.2 | 2003      | PSF | yes |
| 2.3   | 2.2.2 | 2002-2003 | PSF | yes |
| 2.3.1 | 2.3   | 2002-2003 | PSF | yes |
| 2.3.2 | 2.3.1 | 2002-2003 | PSF | yes |
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| 2.4.4 | 2.4.3 | 2006      | PSF | yes |
| 2.5   | 2.4   | 2006      | PSF | yes |
| 2.5.1 | 2.5   | 2007      | PSF | yes |
| 2.5.2 | 2.5.1 | 2008      | PSF | yes |
| 2.5.3 | 2.5.2 | 2008      | PSF | yes |
| 2.6   | 2.5   | 2008      | PSF | yes |
| 2.6.1 | 2.6   | 2008      | PSF | yes |
| 2.6.2 | 2.6.1 | 2009      | PSF | yes |
| 2.6.3 | 2.6.2 | 2009      | PSF | yes |
| 2.6.4 | 2.6.3 | 2009      | PSF | yes |
| 2.6.5 | 2.6.4 | 2010      | PSF | yes |
| 3.0   | 2.6   | 2008      | PSF | yes |
| 3.0.1 | 3.0   | 2009      | PSF | yes |
| 3.1   | 3.0.1 | 2009      | PSF | yes |
| 3.1.1 | 3.1   | 2009      | PSF | yes |
| 3.1.2 | 3.1   | 2010      | PSF | yes |
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| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |

|               |           |          |     |     |
|---------------|-----------|----------|-----|-----|
| 2.0.1         | 2.0+1.6.1 | 2001     | PSF | yes |
| 2.1.1         | 2.1+2.0.1 | 2001     | PSF | yes |
| 2.1.2         | 2.1.1     | 2002     | PSF | yes |
| 2.1.3         | 2.1.2     | 2002     | PSF | yes |
| 2.2 and above | 2.1.1     | 2001-now |     |     |
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# 1.100 musl 1.2.5-r10

## 1.100.1 Available under license :

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```
/*
* iconv.c
* Implementation of SUSv4 XCU iconv utility
* Copyright © 2011 Rich Felker
* Licensed under the terms of the GNU General Public License, v2 or later
*/
```

Found in path(s):

\* /aports-master-main-musl-zip/aports-master-main-musl/main/musl/iconv.c

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```

```

*
* Mostly rewritten to be used in Alpine Linux (with musl c-library)
* by Timo Teräs.
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```
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```

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\* /aports-master-main-musl-zip/aports-master-main-musl/main/musl/getent.c

# 1.101 libpsl 0.21.5-r3

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## 1.103 expat 2.7.1-r0

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"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95  
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/\* \$NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp \$ \*/

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\*

\* @(#)queue.h 8.5 (Berkeley) 8/20/94

\*/

#ifndef \_SYS\_QUEUE\_H\_

#define \_SYS\_QUEUE\_H\_

/\*

\* This file defines five types of data structures: singly-linked lists,  
\* lists, simple queues, tail queues, and circular queues.

\*

\* A singly-linked list is headed by a single forward pointer. The  
\* elements are singly linked for minimum space and  
\* pointer manipulation

\* overhead at the expense of O(n) removal for arbitrary elements. New  
\* elements can be added to the list after an existing element or at the  
\* head of the list. Elements being removed from the head of the list  
\* should use the explicit macro for this purpose for optimum  
\* efficiency. A singly-linked list may only be traversed in the forward  
\* direction. Singly-linked lists are ideal for applications with large  
\* datasets and few or no removals or for implementing a LIFO queue.

\*

\* A list is headed by a single forward pointer (or an array of forward  
\* pointers for a hash table header). The elements are doubly linked  
\* so that an arbitrary element can be removed without a need to  
\* traverse the list. New elements can be added to the list before  
\* or after an existing element or at the head of the list. A list  
\* may only be traversed in the forward direction.

\*

\* A simple queue is headed by a pair of pointers, one the head of the  
\* list and the

other to the tail of the list. The elements are singly

\* linked to save space, so elements can only be removed from the  
\* head of the list. New elements can be added to the list after  
\* an existing element, at the head of the list, or at the end of the  
\* list. A simple queue may only be traversed in the forward direction.

\*

\* A tail queue is headed by a pair of pointers, one to the head of the  
\* list and the other to the tail of the list. The elements are doubly  
\* linked so that an arbitrary element can be removed without a need to  
\* traverse the list. New elements can be added to the list before or  
\* after an existing element, at the head of the list, or at the end of  
\* the list. A tail queue may be traversed in either direction.

\*

- \* A circle queue is headed by a pair of pointers, one to the head of the
- \* list and the other to the tail of the list. The elements are doubly
- \* linked so that an arbitrary element can be removed without a need to
- \* traverse the list. New elements
- can be added to the list before or after
- \* an existing element, at the head of the list, or at the end of the list.
- \* A circle queue may be traversed in either direction, but has a more
- \* complex end of list detection.
- \*
- \* For details on the use of these macros, see the queue(3) manual page.
- \*/

```
/*
 * Include the definition of NULL only on NetBSD because sys/null.h
 * is not available elsewhere. This conditional makes the header
 * portable and it can simply be dropped verbatim into any system.
 * The caveat is that on other systems some other header
 * must provide NULL before the macros can be used.
 */
```

```
#ifdef __NetBSD__
#include <sys/null.h>
#endif
```

```
#if defined(QueueDEBUG)
if defined(_KERNEL)
define QueueDEBUG_ABORT(...) panic(__VA_ARGS__)
else
include <err.h>
define QueueDEBUG_ABORT(...) err(1, __VA_ARGS__)
endif
#endif
```

```
/*
 * Singly-linked List definitions.
 */
#define SLIST_HEAD(name, type) \
struct name { \
 struct type *slh_first; /* first \
 element */ \
}

#define SLIST_HEAD_INITIALIZER(head) \
{ NULL }

#define SLIST_ENTRY(type) \
struct { \
 struct type *sle_next; /* next element */ \
}
```

```

/*
 * Singly-linked List access methods.
 */
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field) \
 for((var) = (head)->slh_first; \
 (var) != SLIST_END(head); \
 (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar) \
 for ((var) = SLIST_FIRST((head)); \
 (var) != SLIST_END(head) && \
 ((tvar) = SLIST_NEXT((var), field), 1); \
 (var) = (tvar))

/*
 * Singly-linked List functions.
 */
#define SLIST_INIT(head) do { \
 (head)->slh_first = SLIST_END(head); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do { \
 (elm)->field.sle_next = (slistelm)->field.sle_next; \
 (slistelm)->field.sle_next \
 = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do { \
 (elm)->field.sle_next = (head)->slh_first; \
 (head)->slh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do { \
 (slistelm)->field.sle_next = \
 SLIST_NEXT(SLIST_NEXT((slistelm), field), field); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do { \
 (head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do { \

```

```

if ((head)->slh_first == (elm)) { \
 SLIST_REMOVE_HEAD((head), field); \
} \
else { \
 struct type *curelm = (head)->slh_first; \
 while(curelm->field.sle_next != (elm)) \
 curelm = curelm->field.sle_next; \
 curelm->field.sle_next = \
 curelm->field.sle_next->field.sle_next; \
} \
} while (/*CONSTCOND*/0)

/*
 * List definitions.
 */
#define LIST_HEAD(name, type) \
struct name { \
 struct type *lh_first; /* first element */ \
}

#define LIST_HEAD_INITIALIZER(head) \
{ NULL }

#define LIST_ENTRY(type) \
struct { \
 struct type *le_next; /* next element */ \
 struct type **le_prev; /* address of previous next element */ \
}

/*
 * List access methods.
 */
#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL
#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field) \
for ((var) = ((head)->lh_first); \
 (var) != LIST_END(head); \
 (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = LIST_FIRST((head)); \
 (var) != LIST_END(head) && \
 ((tvar) = LIST_NEXT((var), field), 1); \
 (var) = (tvar))

```

```

#define LIST_MOVE(head1, head2) do { \
 LIST_INIT((head2)); \
 if (!LIST_EMPTY((head1)))
 { \
 (head2)->lh_first = (head1)->lh_first; \
 LIST_INIT((head1)); \
 } \
} while (/*CONSTCOND*/0)

/*
 * List functions.
 */

#if defined(QUEUEDEDEBUG)
#define QUEUEDEDEBUG_LIST_INSERT_HEAD(head, elm, field) \
 if ((head)->lh_first && \
 (head)->lh_first->field.le_prev != &(head)->lh_first) \
 QUEUEDEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEDEBUG_LIST_OP(elm, field) \
 if ((elm)->field.le_next && \
 (elm)->field.le_next->field.le_prev != \
 &(elm)->field.le_next) \
 QUEUEDEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
 __FILE__, __LINE__); \
 if (*(elm)->field.le_prev != (elm)) \
 QUEUEDEDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
 __FILE__, __LINE__);
#define QUEUEDEDEBUG_LIST_POSTREMOVE(elm, field) \
 (elm)->field.le_next = (void *)1L; \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEDEBUG_LIST_OP(elm, field)
#define QUEUEDEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do { \
 (head)->lh_first = LIST_END(head); \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
 QUEUEDEDEBUG_LIST_OP((listelm), field) \
 if (((elm)->field.le_next = (listelm)->field.le_next) != \
 LIST_END(head)) \
 (listelm)->field.le_next->field.le_prev = \
 &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

```

```

(listelm)->field.le_next = (elm); \
(elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
 QUEUEDEBUG_LIST_OP((listelm), field) \
 (elm)->field.le_prev = (listelm)->field.le_prev; \
 (elm)->field.le_next = (listelm); \
 *(listelm)->field.le_prev = (elm); \
 (listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do { \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field) \
 if (((elm)->field.le_next \
 = (head)->lh_first) != LIST_END(head)) \
 (head)->lh_first->field.le_prev = &(elm)->field.le_next; \
 (head)->lh_first = (elm); \
 (elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do { \
 QUEUEDEBUG_LIST_OP((elm), field) \
 if ((elm)->field.le_next != NULL) \
 (elm)->field.le_next->field.le_prev = \
 (elm)->field.le_prev; \
 *(elm)->field.le_prev = (elm)->field.le_next; \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do { \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
 (elm2)->field.le_next->field.le_prev = \
 &(elm2)->field.le_next; \
 (elm2)->field.le_prev = (elm)->field.le_prev; \
 *(elm2)->field.le_prev = (elm2); \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

/*
 * Simple queue definitions.
 */
#define SIMPLEQ_HEAD(name, type) \
struct name { \
 struct \
 type *sqh_first; /* first element */ \
 struct type **sqh_last; /* addr of last next element */ \
}

```



```

#define SIMPLEQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type) \
struct { \
 struct type *sqe_next; /* next element */ \
}

/*
 * Simple queue access methods.
 */
#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL
#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->sqh_first); \
 (var) != SIMPLEQ_END(head); \
 (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->sqh_first); \
 (var) != SIMPLEQ_END(head) && \
 ((next = ((var)->field.sqe_next)), 1); \
 (var) = (next))

/*
 * Simple queue functions.
 */
#define SIMPLEQ_INIT(head) do { \
 (head)->sqh_first = NULL; \
 (head)->sqh_last \
 = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do { \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
 (head)->sqh_last = &(elm)->field.sqe_next; \
 (head)->sqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
 (elm)->field.sqe_next = NULL; \
 *(head)->sqh_last = (elm); \
 (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

```

```

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \
 (head)->sqh_last = &(elm)->field.sqe_next; \
 (listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do { \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
 (head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
 if \
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
 == NULL) \
 (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do { \
 if ((head)->sqh_first == (elm)) { \
 SIMPLEQ_REMOVE_HEAD((head), field); \
 } else { \
 struct type *curelm = (head)->sqh_first; \
 while (curelm->field.sqe_next != (elm)) \
 curelm = curelm->field.sqe_next; \
 if ((curelm->field.sqe_next = \
 curelm->field.sqe_next->field.sqe_next) == NULL) \
 (head)->sqh_last = &(curelm)->field.sqe_next; \
 } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do { \
 if (!SIMPLEQ_EMPTY((head2))) { \
 *(head1)->sqh_last = (head2)->sqh_first; \
 (head1)->sqh_last = (head2)->sqh_last; \
 SIMPLEQ_INIT((head2)); \
 } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field) \
 (SIMPLEQ_EMPTY((head)) ? \
 NULL : \
 ((struct type \
 *)(void *) \
 ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*

```

```

* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual) \
struct name { \
 qual type *tqh_first; /* first element */ \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head) \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual) \
struct { \
 qual type *tqe_next; /* next element */ \
 qual type *qual *tqe_prev; /* address of previous next element */ \
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (((struct headname *) (void *) ((head)->tqh_last))->tqh_last)
#define TAILQ_PREV(elm, headname, field) \
 (((struct headname *) (void *) ((elm)->field.tqe_prev))->tqh_last)
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

#define TAILQ_FOREACH(var, head, field) \
 for ((var) = ((head)->tqh_first); \
 (var) != TAILQ_END(head); \
 (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
 for ((var) = ((head)->tqh_first); \
 (var) != TAILQ_END(head) && \
 ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
 for ((var) = TAILQ_LAST((head), headname); \
 (var) != TAILQ_END(head); \
 (var) = TAILQ_PREV((var), headname, field))

```

```

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
for ((var) = TAILQ_LAST((head), headname); \
 (var) != TAILQ_END(head) && \
 ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
 * Tail queue functions.
 */
#if defined(QEUEDEBBUG)
#define QEUEDEBBUG_TAILQ_INSERT_HEAD(head, \
 elm, field) \
if ((head)->tqh_first && \
 (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
 QEUEDEBBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QEUEDEBBUG_TAILQ_INSERT_TAIL(head, elm, field) \
if (*(head)->tqh_last != NULL) \
 QEUEDEBBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QEUEDEBBUG_TAILQ_OP(elm, field) \
if ((elm)->field.tqe_next && \
 (elm)->field.tqe_next->field.tqe_prev != \
 &(elm)->field.tqe_next) \
 QEUEDEBBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
 __FILE__, __LINE__); \
if (*(elm)->field.tqe_prev != (elm)) \
 QEUEDEBBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
 __FILE__, __LINE__);
#define QEUEDEBBUG_TAILQ_PREREMOVE(head, elm, field) \
if ((elm)->field.tqe_next == NULL && \
 (head)->tqh_last != &(elm)->field.tqe_next) \
 QEUEDEBBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \
 (head), (elm), __FILE__, \
 __LINE__);
#define QEUEDEBBUG_TAILQ_POSTREMOVE(elm, field) \
(elm)->field.tqe_next = (void *)1L; \
(elm)->field.tqe_prev = (void *)1L;
#else
#define QEUEDEBBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QEUEDEBBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QEUEDEBBUG_TAILQ_OP(elm, field)
#define QEUEDEBBUG_TAILQ_PREREMOVE(head, elm, field)
#define QEUEDEBBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
 (head)->tqh_first = TAILQ_END(head); \
 (head)->tqh_last = &(head)->tqh_first; \
} while(0)

```

```

} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do { \
 QUEUEDEBDEBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
 (head)->tqh_first->field.tqe_prev = \
 &(elm)->field.tqe_next; \
 else \
 (head)->tqh_last = &(elm)->field.tqe_next; \
 (head)->tqh_first = (elm); \
 (elm)->field.tqe_prev = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head, \
 elm, field) do { \
 QUEUEDEBDEBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
 (elm)->field.tqe_next = TAILQ_END(head); \
 (elm)->field.tqe_prev = (head)->tqh_last; \
 *(head)->tqh_last = (elm); \
 (head)->tqh_last = &(elm)->field.tqe_next; \
 } while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
 QUEUEDEBDEBUG_TAILQ_OP((listelm), field) \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
 TAILQ_END(head)) \
 (elm)->field.tqe_next->field.tqe_prev = \
 &(elm)->field.tqe_next; \
 else \
 (head)->tqh_last = &(elm)->field.tqe_next; \
 (listelm)->field.tqe_next = (elm); \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
 } while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
 QUEUEDEBDEBUG_TAILQ_OP((listelm), field) \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev; \
 (elm)->field.tqe_next = (listelm); \
 *(listelm)->field.tqe_prev = (elm); \
 (listelm)->field.tqe_prev \
 = &(elm)->field.tqe_next; \
 } while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do { \
 QUEUEDEBDEBUG_TAILQ_PREREMOVE((head), (elm), field) \
 QUEUEDEBDEBUG_TAILQ_OP((elm), field) \
 if (((elm)->field.tqe_next) != TAILQ_END(head)) \
 (elm)->field.tqe_next->field.tqe_prev = \

```

```

 (elm)->field.tqe_prev; \
else \
 (head)->tqh_last = (elm)->field.tqe_prev; \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next; \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do { \
 if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
 TAILQ_END(head)) \
 (elm2)->field.tqe_next->field.tqe_prev = \
 &(elm2)->field.tqe_next; \
 else \
 (head)->tqh_last = &(elm2)->field.tqe_next; \
 (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
 *(elm2)->field.tqe_prev = (elm2); \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), \
 field); \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do { \
 if (!TAILQ_EMPTY(head2)) { \
 *(head1)->tqh_last = (head2)->tqh_first; \
 (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
 (head1)->tqh_last = (head2)->tqh_last; \
 TAILQ_INIT((head2)); \
 } \
} while (/*CONSTCOND*/0)

/*
 * Singly-linked Tail queue declarations.
 */
#define STAILQ_HEAD(name, type) \
struct name { \
 struct type *stqh_first; /* first element */ \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type) \
struct { \
 struct type *stqe_next; /* next element */ \
}

/*
 * Singly-linked Tail queue access methods.

```

```

*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
== STAILQ_END(head))

/*
 * Singly-linked Tail queue functions.
 */
#define STAILQ_INIT(head) do { \
 (head)->stqh_first = NULL; \
 (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do { \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
 (head)->stqh_last = &(elm)->field.stqe_next; \
 (head)->stqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do { \
 (elm)->field.stqe_next = NULL; \
 *(head)->stqh_last = (elm); \
 (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL) \
 (head)->stqh_last = &(elm)->field.stqe_next; \
 (listelm)->field.stqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do { \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
 == NULL) \
 (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do { \
 if ((head)->stqh_first == (elm)) { \
 STAILQ_REMOVE_HEAD((head), field); \
 } else { \
 struct type *curelm = (head)->stqh_first; \
 while (curelm->field.stqe_next != (elm)) \
 curelm = curelm->field.stqe_next; \
 if ((curelm->field.stqe_next = \
 curelm->field.stqe_next->field.stqe_next) == NULL) \

```

```

 (head)->stqh_last = &(curelm)->field.stqe_next; \
} \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field) \
for ((var) = ((head)->stqh_first); \
(var); \
(var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = STAILQ_FIRST((head)); \
(var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
(var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do { \
if (!STAILQ_EMPTY((head2))) { \
*(head1)->stqh_last \
= (head2)->stqh_first; \
(head1)->stqh_last = (head2)->stqh_last; \
STAILQ_INIT((head2)); \
} \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field) \
(STAILQ_EMPTY((head)) ? \
NULL : \
((struct type *) (void *) \
((char *)((head)->stqh_last) - offsetof(struct type, field))))

#ifdef _KERNEL
/*
 * Circular queue definitions. Do not use. We still keep the macros
 * for compatibility but because of pointer aliasing issues their use
 * is discouraged!
 */

/*
 * __launder_type(): We use this ugly hack to work around the the compiler
 * noticing that two types may not alias each other and elide tests in code.
 * We hit this in the CIRCLEQ macros when comparing 'struct name *' and
 * 'struct type *' (see CIRCLEQ_HEAD()). Modern compilers (such as GCC
 * 4.8) declare these comparisons as always false, causing the code to
 * not run as designed.
 *
 * This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
 */

```



```

* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinel values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field) \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
 (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
 QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
 __FILE__, __LINE__); \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
 (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
 QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field) \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
 if ((head)->cqh_last != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
 (elm), __FILE__, __LINE__); \
 } else { \
 if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
 (elm), __FILE__, __LINE__); \
 } \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
 if ((head)->cqh_first != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
 (elm), __FILE__, __LINE__); \
 } else { \
 if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
 (elm), __FILE__, __LINE__); \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field) \
 (elm)->field.cqe_next = (void *)1L; \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)

```

```

#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type) \
struct name { \
 struct type *cqh_first; /* \
 first element */ \
 struct type *cqh_last; /* last element */ \
}

#define CIRCLEQ_HEAD_INITIALIZER(head) \
{ CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \
struct { \
 struct type *cqe_next; /* next element */ \
 struct type *cqe_prev; /* previous element */ \
}

/*
 * Circular queue functions.
 */
#define CIRCLEQ_INIT(head) do { \
 (head)->cqh_first = CIRCLEQ_END(head); \
 (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
 (elm)->field.cqe_next = (listelm)->field.cqe_next; \
 (elm)->field.cqe_prev = (listelm); \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm); \
 else \
 (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head, \
listelm, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
 (elm)->field.cqe_next = (listelm); \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm); \
 else \

```

```

(listelm)->field.cqe_prev->field.cqe_next = (elm); \
(listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 (elm)->field.cqe_next = (head)->cqh_first; \
 (elm)->field.cqe_prev = CIRCLEQ_END(head); \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm); \
 else \
 (head)->cqh_first->field.cqe_prev = (elm); \
 (head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 (elm)->field.cqe_next \
 = CIRCLEQ_END(head); \
 (elm)->field.cqe_prev = (head)->cqh_last; \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm); \
 else \
 (head)->cqh_last->field.cqe_next = (elm); \
 (head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field) \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm)->field.cqe_prev; \
 else \
 (elm)->field.cqe_next->field.cqe_prev = \
 (elm)->field.cqe_prev; \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm)->field.cqe_next; \
 else \
 (elm)->field.cqe_prev->field.cqe_next = \
 (elm)->field.cqe_next; \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->cqh_first); \
 (var) != CIRCLEQ_ENDC(head); \
 (var))

```

```

= ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
for ((var) = ((head)->cqh_last); \
 (var) != CIRCLEQ_ENDC(head); \
 (var) = ((var)->field.cqe_prev))

/*
 * Circular queue access methods.
 */
#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__launter_type(head))
/* For assignments */
#define CIRCLEQ_END(head) ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
 (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 ? ((head)->cqh_first) \
 : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 ? ((head)->cqh_last) \
 : \
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
Contributor: Francesco Colista <fcolista@alpinelinux.org>
Maintainer: Bart Ribbers <bribbers@disroot.org>
pkgname=qt5-qtsensors
pkgver=5.15.10_git20230424
pkgrel=1
_module="{pkgname#qt5-}"
_pkgver=45c04582b15a9bb4be01ae99aa7fda1bbba7d0df
_fullname=$_module-$pkgver
pkgdesc="+The Qt Sensors API provides access to sensor hardware via QML and C++"
url="https://www.qt.io/developers/"
arch="all !armhf" # armhf blocked by qt5-qtdeclarative
license="LGPL-2.1-only AND LGPL-3.0-only AND GPL-3.0-only AND Qt-GPL-exception-1.0"
/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */

```

```

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 * (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
 * THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
 */

```

```

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y) \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \
 (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

```

```

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

```

```

/*
 * This file defines data structures for different types of trees:
 * splay trees and red-black trees.
 *
 * A splay tree is a self-organizing

```

data structure. Every operation

- \* on the tree causes a splay to happen. The splay moves the requested
- \* node to the root of the tree and partly rebalances it.
- \*
- \* This has the benefit that request locality causes faster lookups as
- \* the requested nodes move to the top of the tree. On the other hand,
- \* every lookup causes memory writes.
- \*
- \* The Balance Theorem bounds the total access time for m operations
- \* and n inserts on an initially empty tree as  $O((m + n)\lg n)$ . The
- \* amortized cost for a sequence of m accesses to a splay tree is  $O(\lg n)$ ;
- \*
- \* A red-black tree is a binary search tree with the node color as an
- \* extra attribute. It fulfills a set of conditions:
- \* - every search path from the root to a leaf consists of the
- \* same number of black nodes,
- \* - each red node (except for the root) has a black parent,
- \* - each leaf node is black.
- \*
- \* Every operation on a red-black tree is bounded as  $O(\lg n)$ .
- \* The maximum height of a red-black tree is  $2\lg(n+1)$ .
- \*/

```
#define SPLAY_HEAD(name, type) \
struct name { \
 struct type *sph_root; /* root of the tree */ \
}
```

```
#define SPLAY_INITIALIZER(root) \
{ NULL }
```

```
#define SPLAY_INIT(root) do { \
 (root)->sph_root = NULL; \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_ENTRY(type) \
struct { \
 struct type *spe_left; /* left element */ \
 struct type *spe_right; /* right element */ \
}
```

```
#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)
```

```
/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
```

```

 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
 (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
 SPLAY_RIGHT((head)->sph_root, \
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root; \
 (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do { \
 SPLAY_LEFT(tmp, field) = (head)->sph_root; \
 tmp = (head)->sph_root; \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
 tmp = (head)->sph_root; \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp) \
 void name##_SPLAY(struct name *, struct type *); \
 void name##_SPLAY_MINMAX(struct name *, int); \
 struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
 struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
 \
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
 if (SPLAY_EMPTY(head)) \
 return(NULL); \
 name##_SPLAY(head, elm); \
 if ((cmp)(elm, (head)->sph_root) == 0) \

```

```

 return (head->sph_root); \
return (NULL); \
} \
\
static __inline __sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
 name##_SPLAY(head, elm); \
 if (SPLAY_RIGHT(elm, field) != NULL) { \
 elm = SPLAY_RIGHT(elm, field); \
 while (SPLAY_LEFT(elm, field) != NULL) { \
 elm = SPLAY_LEFT(elm, field); \
 } \
 } \
 else \
 elm = NULL; \
 return (elm); \
} \
\
static __sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
 name##_SPLAY_MINMAX(head, val); \
 return (SPLAY_ROOT(head)); \
}

/* Main splay operation.
 * Moves node close to the key of elm to top
 */
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{ \
 if (SPLAY_EMPTY(head)) { \
 SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
 } else { \
 int __comp; \
 name##_SPLAY(head, elm); \
 __comp = (cmp)(elm, (head)->sph_root); \
 if (__comp < 0) { \
 SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_RIGHT(elm, field) = (head)->sph_root; \
 SPLAY_LEFT((head)->sph_root, field) = NULL; \
 } else if (__comp > 0) { \
 SPLAY_RIGHT(elm, \
field) = SPLAY_RIGHT((head)->sph_root, field); \
 SPLAY_LEFT(elm, field) = (head)->sph_root; \
 SPLAY_RIGHT((head)->sph_root, field) = NULL; \
 } \
 } \
}

```



```

 } else \
 return ((head)->sph_root); \
 } \
 (head)->sph_root = (elm); \
 return (NULL); \
} \
\
struct type * \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{ \
 struct type *__tmp; \
 if (SPLAY_EMPTY(head)) \
 return (NULL); \
 name##_SPLAY(head, elm); \
 if ((cmp)(elm, (head)->sph_root) == 0) { \
 if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
 } else { \
 __tmp = SPLAY_RIGHT((head)->sph_root, field);\
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
 name##_SPLAY(head, elm); \
 SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
 } \
 return (elm); \
 } \
 return (NULL); \
} \
\
void \
name##_SPLAY(struct \
 name *head, struct type *elm) \
{ \
 struct type __node, *__left, *__right, *__tmp; \
 int __comp; \
 \
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node; \
 \
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
 if (__comp < 0) { \
 __tmp = SPLAY_LEFT((head)->sph_root, field);\
 if (__tmp == NULL) \
 break; \
 if ((cmp)(elm, __tmp) < 0){ \
 SPLAY_ROTATE_RIGHT(head, __tmp, field);\
 if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
 break; \
 } \

```

```

 SPLAY_LINKLEFT(head, __right, field); \
} else if (__comp > 0) { \
 __tmp = SPLAY_RIGHT((head)->sph_root, field); \
 if (__tmp == NULL) \
 break; \
 if ((cmp)(elm, __tmp) > 0){ \
 SPLAY_ROTATE_LEFT(head, __tmp, field); \
 if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
 break; \
 } \
 SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field); \
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
 struct type __node, *__left, *__right, *__tmp; \
 \
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node; \
 \
 while (1) { \
 if (__comp < 0) { \
 __tmp = SPLAY_LEFT((head)->sph_root, field); \
 if (__tmp == NULL) \
 break; \
 if (__comp < 0){ \
 SPLAY_ROTATE_RIGHT(head, __tmp, field); \
 if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
 break; \
 } \
 SPLAY_LINKLEFT(head, __right, field); \
 } else if (__comp > 0) { \
 __tmp = SPLAY_RIGHT((head)->sph_root, field); \
 if (__tmp == NULL) \
 break; \
 if (__comp > 0) { \
 SPLAY_ROTATE_LEFT(head, __tmp, field); \
 if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
 break; \
 } \

```

```

 SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
 : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
 : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
 for ((x) = SPLAY_MIN(name, head); \
 (x) != NULL; \
 (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
 struct name { \
 struct type *rbh_root; /* root of the tree */ \
 }

#define RB_INITIALIZER(root) \
 { \
 NULL \
 }

#define RB_INIT(root) do { \
 (root)->rbh_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type) \
 struct { \
 struct type *rbe_left; /* left element */ \
 struct type *rbe_right; /* right element */ \
 struct type *rbe_parent; /* parent element */ \
 int rbe_color; /* node color */ \
 }

#define RB_LEFT(elm, field) (elm)->field.rbe_left

```

```

#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do { \
 RB_PARENT(elm, field) = parent; \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
 RB_COLOR(elm, field) = RB_RED; \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do { \
 RB_COLOR(black, field) = RB_BLACK; \
 RB_COLOR(red, field) \
 = RB_RED; \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do { \
 (tmp) = RB_RIGHT(elm, field); \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
 RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
 } \
 RB_AUGMENT(elm); \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
 if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
 RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
 else \
 RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else \
 (head)->rbh_root = (tmp); \
 RB_LEFT(tmp, field) = (elm); \
 RB_PARENT(elm, field) = (tmp); \
 RB_AUGMENT(tmp); \
 if ((RB_PARENT(tmp, field))) \
 RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do { \
 (tmp) = RB_LEFT(elm, field); \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field)) \
 != NULL) { \
 RB_PARENT(RB_RIGHT(tmp, field), field) = (elm); \
 } \
} \

```

```

RB_AUGMENT(elm); \
if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
 if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
 RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
 else \
 RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
} else \
 (head)->rbh_root = (tmp); \
RB_RIGHT(tmp, field) = (elm); \
RB_PARENT(elm, field) = (tmp); \
RB_AUGMENT(tmp); \
if ((RB_PARENT(tmp, field))) \
 RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp) \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp) \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr) \
 attr void name##_RB_INSERT_COLOR(struct name *, struct \
 type *); \
 attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *); \
 attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
 attr struct type *name##_RB_INSERT(struct name *, struct type *); \
 attr struct type *name##_RB_FIND(struct name *, struct type *); \
 attr struct type *name##_RB_NFIND(struct name *, struct type *); \
 attr struct type *name##_RB_NEXT(struct type *); \
 attr struct type *name##_RB_PREV(struct type *); \
 attr struct type *name##_RB_MINMAX(struct name *, int); \
 \

/* Main rb operation.
 * Moves node close to the key of elm to top
 */
#define RB_GENERATE(name, type, field, cmp) \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
 attr void \
 name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
 { \
 struct type \
 *parent, *gparent, *tmp; \
 while ((parent = RB_PARENT(elm, field)) != NULL && \
 RB_COLOR(parent, field) == RB_RED) { \

```

```

gparent = RB_PARENT(parent, field); \
if (parent == RB_LEFT(gparent, field)) { \
 tmp = RB_RIGHT(gparent, field); \
 if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
 RB_COLOR(tmp, field) = RB_BLACK; \
 RB_SET_BLACKRED(parent, gparent, field);\
 elm = gparent; \
 continue; \
 } \
 if (RB_RIGHT(parent, field) == elm) { \
 RB_ROTATE_LEFT(head, parent, tmp, field);\
 tmp = parent; \
 parent = elm; \
 elm = tmp; \
 } \
 RB_SET_BLACKRED(parent, gparent, field); \
 RB_ROTATE_RIGHT(head, gparent, tmp, field); \
} else { \
 tmp = RB_LEFT(gparent, field); \
 if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
 RB_COLOR(tmp, field) = RB_BLACK; \
 RB_SET_BLACKRED(parent, gparent, field);\
 elm = gparent; \
 continue; \
 } \
 if (RB_LEFT(parent, field) == elm) \
{ \
 RB_ROTATE_RIGHT(head, parent, tmp, field);\
 tmp = parent; \
 parent = elm; \
 elm = tmp; \
} \
 RB_SET_BLACKRED(parent, gparent, field); \
 RB_ROTATE_LEFT(head, gparent, tmp, field); \
} \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
\
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
 struct type *tmp; \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
 elm != RB_ROOT(head)) { \
 if (RB_LEFT(parent, field) == elm) { \
 tmp = RB_RIGHT(parent, field); \
 if (RB_COLOR(tmp, field) == RB_RED) { \

```

```

RB_SET_BLACKRED(tmp, parent, field); \
RB_ROTATE_LEFT(head, parent, tmp, field);\
tmp = RB_RIGHT(parent, field); \
} \
if ((RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
 (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp,
field), field) == RB_BLACK)) {\
 RB_COLOR(tmp, field) = RB_RED; \
 elm = parent; \
 parent = RB_PARENT(elm, field); \
} else { \
 if (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
 struct type *oleft; \
 if ((oleft = RB_LEFT(tmp, field)) \
 != NULL) \
 RB_COLOR(oleft, field) = RB_BLACK;\
 RB_COLOR(tmp, field) = RB_RED; \
 RB_ROTATE_RIGHT(head, tmp, oleft, field);\
 tmp = RB_RIGHT(parent, field); \
 } \
 RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
 RB_COLOR(parent, field) = RB_BLACK; \
 if (RB_RIGHT(tmp, field)) \
 RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
 RB_ROTATE_LEFT(head, parent, tmp, field);\
 elm = RB_ROOT(head); \
 break; \
} \
} else { \
 tmp = RB_LEFT(parent, field); \
 if (RB_COLOR(tmp, field) == RB_RED) { \
 RB_SET_BLACKRED(tmp, parent, field); \
 RB_ROTATE_RIGHT(head, parent, tmp, field);\
 tmp
= RB_LEFT(parent, field); \
 } \
 if ((RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
 (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
 RB_COLOR(tmp, field) = RB_RED; \
 elm = parent; \
 parent = RB_PARENT(elm, field); \
 } else { \
 if (RB_LEFT(tmp, field) == NULL || \

```

```

 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
struct type *oright; \
if ((oright = RB_RIGHT(tmp, field)) \
 != NULL) \
 RB_COLOR(oright, field) = RB_BLACK;\
 RB_COLOR(tmp, field) = RB_RED; \
 RB_ROTATE_LEFT(head, tmp, oright, field);\
 tmp = RB_LEFT(parent, field); \
} \
RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
RB_COLOR(parent, field) = RB_BLACK; \
if (RB_LEFT(tmp, field)) \
 RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
 RB_ROTATE_RIGHT(head, parent, tmp, field);\
 elm = RB_ROOT(head); \
 break; \
} \
} \
} \
if
(elm) \
 RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
 struct type *child, *parent, *old = elm; \
 int color; \
 if (RB_LEFT(elm, field) == NULL) \
 child = RB_RIGHT(elm, field); \
 else if (RB_RIGHT(elm, field) == NULL) \
 child = RB_LEFT(elm, field); \
 else { \
 struct type *left; \
 elm = RB_RIGHT(elm, field); \
 while ((left = RB_LEFT(elm, field)) != NULL) \
 elm = left; \
 child = RB_RIGHT(elm, field); \
 parent = RB_PARENT(elm, field); \
 color = RB_COLOR(elm, field); \
 if (child) \
 RB_PARENT(child, field) = parent; \
 if (parent) { \
 if (RB_LEFT(parent, field) == elm) \
 RB_LEFT(parent, field) = child; \
 else \
 RB_RIGHT(parent, field) = child; \
 } \
 } \
}

```



```

 RB_AUGMENT(parent); \
} else \
 RB_ROOT(head)
= child; \
if (RB_PARENT(elm, field) == old) \
 parent = elm; \
(elm)->field = (old)->field; \
if (RB_PARENT(old, field)) { \
 if (RB_LEFT(RB_PARENT(old, field), field) == old)\
 RB_LEFT(RB_PARENT(old, field), field) = elm;\
 else \
 RB_RIGHT(RB_PARENT(old, field), field) = elm;\
 RB_AUGMENT(RB_PARENT(old, field)); \
} else \
 RB_ROOT(head) = elm; \
RB_PARENT(RB_LEFT(old, field), field) = elm; \
if (RB_RIGHT(old, field)) \
 RB_PARENT(RB_RIGHT(old, field), field) = elm; \
if (parent) { \
 left = parent; \
 do { \
 RB_AUGMENT(left); \
 } while ((left = RB_PARENT(left, field)) != NULL); \
} \
goto color; \
} \
parent = RB_PARENT(elm, field); \
color = RB_COLOR(elm, field); \
if (child) \
 RB_PARENT(child, field) = parent; \
if (parent) { \
 if (RB_LEFT(parent, field) == elm) \
 RB_LEFT(parent, field) = child; \
 else \
 RB_RIGHT(parent,
field) = child; \
 RB_AUGMENT(parent); \
} else \
 RB_ROOT(head) = child; \
color: \
if (color == RB_BLACK) \
 name##_RB_REMOVE_COLOR(head, parent, child); \
return (old); \
} \
\
/* Inserts a node into the RB tree */ \
attr struct type * \
name##_RB_INSERT(struct name *head, struct type *elm) \

```

```

{
 \
 struct type *tmp; \
 struct type *parent = NULL; \
 int comp = 0; \
 tmp = RB_ROOT(head); \
 while (tmp) { \
 parent = tmp; \
 comp = (cmp)(elm, parent); \
 if (comp < 0) \
 tmp = RB_LEFT(tmp, field); \
 else if (comp > 0) \
 tmp = RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
 RB_SET(elm, parent, field); \
 if (parent != NULL) { \
 if (comp < 0) \
 RB_LEFT(parent, field) = elm; \
 else \
 RB_RIGHT(parent, field) = elm; \
 RB_AUGMENT(parent); \
 } else \
 RB_ROOT(head) = elm; \
 name##_RB_INSERT_COLOR(head,
 elm); \
 return (NULL); \
} \
 \
/* Finds the node with the same key as elm */ \
attr struct type * \
name##_RB_FIND(struct name *head, struct type *elm) \
{
 \
 struct type *tmp = RB_ROOT(head); \
 int comp; \
 while (tmp) { \
 comp = cmp(elm, tmp); \
 if (comp < 0) \
 tmp = RB_LEFT(tmp, field); \
 else if (comp > 0) \
 tmp = RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
 return (NULL); \
} \
 \
/* Finds the first node greater than or equal to the search key */ \

```

```

attr struct type * \
name##_RB_NFIND(struct name *head, struct type *elm) \
{ \
 struct type *tmp = RB_ROOT(head); \
 struct type *res = NULL; \
 int comp; \
 while (tmp) { \
 comp = cmp(elm, tmp); \
 if (comp < 0) { \
 res = tmp; \
 tmp = RB_LEFT(tmp, field); \
 } \
 else if (comp > 0) \
 tmp = \
RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
 return (res); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_NEXT(struct type *elm) \
{ \
 if (RB_RIGHT(elm, field)) { \
 elm = RB_RIGHT(elm, field); \
 while (RB_LEFT(elm, field)) \
 elm = RB_LEFT(elm, field); \
 } else { \
 if (RB_PARENT(elm, field) && \
 (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 else { \
 while (RB_PARENT(elm, field) && \
 (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 } \
 } \
 return (elm); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_PREV(struct type *elm) \
{ \
 if (RB_LEFT(elm, field)) { \

```

```

elm = RB_LEFT(elm, field); \
while (RB_RIGHT(elm, field)) \
 elm = RB_RIGHT(elm, field); \
}
else { \
 if (RB_PARENT(elm, field) && \
 (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 else { \
 while (RB_PARENT(elm, field) && \
 (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 elm = RB_PARENT(elm, field); \
 } \
} \
return (elm); \
} \
\
attr struct type * \
name##_RB_MINMAX(struct name *head, int val) \
{ \
 struct type *tmp = RB_ROOT(head); \
 struct type *parent = NULL; \
 while (tmp) { \
 parent = tmp; \
 if (val < 0) \
 tmp = RB_LEFT(tmp, field); \
 else \
 tmp = RB_RIGHT(tmp, field); \
 } \
 return (parent); \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x, y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \
 for ((x) = RB_MIN(name, head); \

```

```

(x) != NULL; \
(x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y) \
for ((x) = (y); \
 ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
 (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y) \
for ((x) = RB_MIN(name, head); \
 ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
 (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \
for ((x) = RB_MAX(name, head); \
 (x) != NULL; \
 (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
for ((x) = (y); \
 ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
 (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name, \
head, y) \
for ((x) = RB_MAX(name, head); \
 ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
 (x) = (y))

#endif /* _SYS_TREE_H_ */

```

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section 10

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The project repository then had a clean start with some files taken from Python 2.7.1, so definitely all files are under Python License now.

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <https://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All

Python releases are Open Source (see <https://opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

| Release        | Derived from | Year      | Owner      | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          | 2.1.2        | 2002      | PSF        | yes                 |
| 2.2 and above  | 2.1.1        | 2001-now  |            |                     |
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- Chris McDonough, 2011/02/16

- Wichert Akkerman, 2012/02/02

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## A. HISTORY OF THE SOFTWARE

=====

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see <http://www.opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

| Release        | Derived from | Year      | Owner      | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
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| 2.2            | 2.1.1        | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          |              |           |            |                     |
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|-------|-------|-----------|-----|-----|
| 2.2.3 | 2.2.2 | 2003      | PSF | yes |
| 2.3   | 2.2.2 | 2002-2003 | PSF | yes |
| 2.3.1 | 2.3   | 2002-2003 | PSF | yes |
| 2.3.2 | 2.3.1 | 2002-2003 | PSF | yes |
| 2.3.3 | 2.3.2 | 2002-2003 | PSF | yes |
| 2.3.4 | 2.3.3 | 2004      | PSF | yes |
| 2.3.5 | 2.3.4 | 2005      | PSF | yes |
| 2.4   | 2.3   | 2004      | PSF | yes |
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| 2.5   | 2.4   | 2006      | PSF | yes |
| 2.5.1 | 2.5   | 2007      | PSF | yes |
| 2.5.2 | 2.5.1 | 2008      | PSF | yes |
| 2.5.3 | 2.5.2 | 2008      | PSF | yes |
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| 2.6.1 | 2.6   | 2008      | PSF | yes |
| 2.6.2 | 2.6.1 | 2009      | PSF | yes |
| 2.6.3 | 2.6.2 | 2009      | PSF | yes |
| 2.6.4 | 2.6.3 | 2009      | PSF | yes |
| 2.6.5 | 2.6.4 | 2010      | PSF | yes |
| 2.7   | 2.6   | 2010      | PSF | yes |

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| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
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| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
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|-------|-------|-----------|-----|-----|
| 2.1.2 | 2.1.1 | 2002      | PSF | yes |
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| 2.1.2 | 2002  | PSF       | yes |     |
| 2.2.1 | 2.2   | 2002      | PSF | yes |
| 2.2.2 | 2.2.1 | 2002      | PSF | yes |
| 2.2.3 | 2.2.2 | 2003      | PSF | yes |
| 2.3   | 2.2.2 | 2002-2003 | PSF | yes |
| 2.3.1 | 2.3   | 2002-2003 | PSF | yes |
| 2.3.2 | 2.3.1 | 2002-2003 | PSF | yes |
| 2.3.3 | 2.3.2 | 2002-2003 | PSF | yes |
| 2.3.4 | 2.3.3 | 2004      | PSF | yes |
| 2.3.5 | 2.3.4 | 2005      | PSF | yes |
| 2.4   | 2.3   | 2004      | PSF | yes |
| 2.4.1 | 2.4   | 2005      | PSF | yes |
| 2.4.2 | 2.4.1 | 2005      | PSF | yes |
| 2.4.3 | 2.4.2 | 2006      | PSF | yes |
| 2.4.4 | 2.4.3 | 2006      | PSF | yes |
| 2.5   | 2.4   | 2006      | PSF | yes |
| 2.5.1 | 2.5   | 2007      | PSF | yes |
| 2.5.2 | 2.5.1 | 2008      | PSF | yes |
| 2.5.3 | 2.5.2 | 2008      | PSF | yes |
| 2.6   | 2.5   | 2008      | PSF | yes |
| 2.6.1 | 2.6   | 2008      | PSF | yes |
| 2.6.2 | 2.6.1 | 2009      | PSF | yes |
| 2.6.3 | 2.6.2 | 2009      | PSF | yes |
| 2.6.4 | 2.6.3 | 2009      | PSF | yes |
| 2.6.5 | 2.6.4 | 2010      | PSF | yes |
| 3.0   | 2.6   | 2008      | PSF | yes |
| 3.0.1 | 3.0   | 2009      | PSF | yes |
| 3.1   | 3.0.1 | 2009      | PSF | yes |
| 3.1.1 | 3.1   | 2009      | PSF | yes |
| 3.1.2 | 3.1   | 2010      | PSF | yes |
| 3.2   | 3.1   | 2010      | PSF | yes |

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## 1.134 google-uuid 1.6.0

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## 1.142 ca-certificates-bundle 20241121-r2

### 1.142.1 Available under license :

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

```
#
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License, v. 2.0. If a copy of the MPL was not distributed with this
file, You can obtain one at http://mozilla.org/MPL/2.0/.
```

Found in path(s):

```
* /ca-bundle-master-zip/ca-bundle-master/certdata.txt
```

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

Backup only

=====

This repository serves only as a backup to <https://curl.se/docs/caextract.html>.

That's the primary resource and site.

ca-bundle.crt  
=====

The Mozilla CA bundle extracted and converted to PEM at regular intervals. See the PEM file itself for the actual date of the latest Mozilla source change that is included in converted file.

certdata.txt  
=====

This is the corresponding source file used as input to generate the ca bundle output. Copied from the Mozilla source repository at the time the conversion is done.

Commits before d718bef3c0c256d66466f496f11f7e1b5c88bd03 did not contain certdata.txt. If you want the corresponding source for the ca bundle in an old commit, then please refer to this table:

<details>  
<summary>Click here to show or hide the table.</summary>

| Commit                                   | URL for corresponding source                                                                                                                  |
|------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------|
| 7d228da8f3f05c0123d72f13db9de10ea6dee621 | N/A                                                                                                                                           |
| 5a391619cb2490d3304a91c71e2fa338a0557f81 | https://hg.mozilla.org/releases/mozilla-release/raw-file/66b7259580f45c2599eefae69f40dae55ef17e0a/security/nss/lib/ckfw/builtins/certdata.txt |
| f1d870d5da0d48d4cc31174f501b5190f01e6b8c | Same as the previous commit                                                                                                                   |
| 2b45e5d67ded140f1be0bcc649fa88d3c231883e | Same as the previous commit                                                                                                                   |
| 0a9e02c6fc9604cdf3807472a76b7af1e4260171 | Same as the previous commit                                                                                                                   |
| f68eb7b9674cfafd78a581e85abd3438b70e5804 | https://hg.mozilla.org/releases/mozilla-release/raw-file/e6aee77687d39f32cf2e76974fda5dd7d3353494/security/nss/lib/ckfw/builtins/certdata.txt |
| e9175fec5d0c4d42de24ed6d84a06d504d5e5a09 | https://hg.mozilla.org/releases/mozilla-release/raw-file/cd52a7f8954809fd893196dc857f81b0cb61717c/security/nss/lib/ckfw/builtins/certdata.txt |
| b072e4efd42b8602855bba127586c42fcf4f73d5 | https://hg.mozilla.org/releases/mozilla-release/raw-file/fbecd3b75a32805785ab6c04071ba22ff9e12f15/security/nss/lib/ckfw/builtins/certdata.txt |
| d82fc46afaf6478aaa22989bcc2202ba7b72ad71 | https://hg.mozilla.org/releases/mozilla-release/raw-file/784a4c059370ea7eb6bd3e5597b2cf60b01fff61/security/nss/lib/ckfw/builtins/certdata.txt |
| bff056d04b9e2c92ea8c83b2e39be9c8d0501039 |                                                                                                                                               |

| <https://hg.mozilla.org/releases/mozilla-release/raw-file/1864de1dd58496710df537ebf6a3cb7655be25cb/security/nss/lib/ckfw/builtins/certdata.txt> |  
| 86347ecbdc2277f365d02f0d208b822a214e012d | <https://hg.mozilla.org/releases/mozilla-release/raw-file/4c4aa555dbb768be28989e14577d408cc7963f36/security/nss/lib/ckfw/builtins/certdata.txt> |  
| 751ec767788ef26616dcc40c300c306a86076099 | Same as the previous commit  
|  
| 57d1a1632d82e365e67ebfd65550dda12812d478 | Same as the previous commit  
|  
| dfcc02c918b7bf40ed3a7f27a634c74ef4e80829 | <https://hg.mozilla.org/releases/mozilla-release/raw-file/02e787b058edbc15355a89c61564661d34043d1c/security/nss/lib/ckfw/builtins/certdata.txt> |  
| a87bf7b88d735dc6fcbcdc116e4044d964cf389c | Same as the previous commit  
|  
| 7ba8a667420bd2e3ba32c34ae255deae6493fba7 | <https://hg.mozilla.org/releases/mozilla-release/raw-file/236993bf136ebdcf87c2569e424a4c230b66123e/security/nss/lib/ckfw/builtins/certdata.txt> |  
| db7eb8a3e0c7b7fa39a6a78d5f8610ac26ccfadf | Same as the previous commit  
|  
| a9de2411cd1aec4eee49fc7905f09f923573cda8 | <https://hg.mozilla.org/releases/mozilla-release/raw-file/725796b69ce57e5654d21bdd9bee131b57d141dd/security/nss/lib/ckfw/builtins/certdata.txt> |  
| 5cd5a2299379e6880134b0caf842aacdab9db727 | <https://hg.mozilla.org/releases/mozilla-release/raw-file/4f753ccec3d08822b45bda237110074c6937e99e/security/nss/lib/ckfw/builtins/certdata.txt> |  
| d9785b19b9030c1a7985b614eb2cac428b346c0d | <https://hg.mozilla.org/releases/mozilla-release/raw-file/380093135a3bf54c6971595a0f4f945081484a38/security/nss/lib/ckfw/builtins/certdata.txt> |  
|  
| ae9e4be79a2be3f8b341ff6f24576bc78b0f9aad | <https://hg.mozilla.org/releases/mozilla-release/raw-file/28fadaace7bd2189a6c13db6765bf04048a41789/security/nss/lib/ckfw/builtins/certdata.txt> |  
| f0185186159dcfee874795a5861535e4ed596b56 | <https://hg.mozilla.org/releases/mozilla-release/raw-file/40755aa80f41ee6df8995ae44044caf7a024b128/security/nss/lib/ckfw/builtins/certdata.txt> |  
| ca9dc7463c9ef5d4d19ed778c255da5f671e655c | <https://hg.mozilla.org/releases/mozilla-release/raw-file/54ee1aebd3927ea70f46398feffef7e869aae7e0/security/nss/lib/ckfw/builtins/certdata.txt> |  
| 2e3c764182fcfc170e9f8a99a6923bd28e674d39 | <https://hg.mozilla.org/releases/mozilla-release/raw-file/e9f06fd63988182f9f79f223a295b57acf81cee8/security/nss/lib/ckfw/builtins/certdata.txt> |  
| acd399daddb0b72964324013f3acde222f3c0625 | <https://hg.mozilla.org/releases/mozilla-release/raw-file/ea3b45ed3e04155184f4b85da43dc2328424f2d2/security/nss/lib/ckfw/builtins/certdata.txt> |  
| fa1e9f3dccfa995b2b9ed7478fe92d308fa634fa  
| <https://hg.mozilla.org/releases/mozilla-release/raw-file/d7f1b0b90dcc2fd7b999cd8e1935ef4f1c6a8357/security/nss/lib/ckfw/builtins/certdata.txt> |  
| 449f554bb6853af5f6510601671f00ef5d1b93e6 | <https://hg.mozilla.org/releases/mozilla-release/raw-file/2c9fa0eb1c2597fe5ee2a9f42a96e96618af51fd/security/nss/lib/ckfw/builtins/certdata.txt> |  
| 6067692770f1b7625c4039536ccaf23d0a49ee7f | <https://hg.mozilla.org/releases/mozilla-release/raw-file/50bba836b642b517fddd49b7f8f9e72ed0e0b677/security/nss/lib/ckfw/builtins/certdata.txt> |  
| 0afaa1b7f4ac157dcd9240c198dbc10fdb00c02 | <https://hg.mozilla.org/releases/mozilla-release/raw-file/1d559668fc4795e6f1d426ecfa8fc86be0e91a82/security/nss/lib/ckfw/builtins/certdata.txt> |  
| 22eb23ed4198052d1e5405911c6d028be75c817c | <https://hg.mozilla.org/releases/mozilla-release/raw-file/e92c4aeac6c046e5f6e3954ffee9fcc9d19045dd/security/nss/lib/ckfw/builtins/certdata.txt> |  
| b27af886c380c59bbbf81afe7c186483184195a3 | <https://hg.mozilla.org/releases/mozilla-release/raw-file/ed839e4a302121a4105806c22023ad3a2cf60a98/security/nss/lib/ckfw/builtins/certdata.txt> |  
|  
| 2a33f9977cd5aa22fe91dbe8727e198298e53606 | <https://hg.mozilla.org/releases/mozilla-release/raw-file/2a33f9977cd5aa22fe91dbe8727e198298e53606> |



file/a85986cd3e05efd8afd71ff5ad6409102deddfb/security/nss/lib/ckfw/builtins/certdata.txt |  
| fd0b671eefb2556ca8c2f45a0b4003df18bc6124 | Same as the previous commit  
|  
| 6f9394f01a5adc6e11b145d787136cec6c0d4f49 | Same as the previous commit  
|  
| ed090aff3f6fd4e03f3e88ada8eae5fa48a262d4 | Same as the previous commit  
|  
| 4a20d8c0705c78f588635eaa8a1fa9edf73b8c97 | <https://hg.mozilla.org/releases/mozilla-release/raw-file/0f8e8f595cdaa3c640eebbcf5a3c1640597d6fe5/security/nss/lib/ckfw/builtins/certdata.txt>  
|  
| 2b15b55ea65cf6a5251fc14d778d5f39b512ba71 | Same as the previous commit  
|  
| a0e9c8e2956e1b79ded5f6fe7084884550a44550 | <https://hg.mozilla.org/releases/mozilla-release/raw-file/d712f161492e6534aa05dbc7b71f58ee4431d6c4/security/nss/lib/ckfw/builtins/certdata.txt> |  
| 2554eb9e77bde6e5030217ced250ca21b5bc344b | <https://hg.mozilla.org/releases/mozilla-release/raw-file/326adbc7882af5850e30faecaca4a5f2eb3e4ac5/security/nss/lib/ckfw/builtins/certdata.txt> |  
| 1c78e2ab91957d4847913c4cdd0625d62b58c6a7 | <https://hg.mozilla.org/releases/mozilla-release/raw-file/b608bef3805d31d583e719314ce55152a6724cf5/security/nss/lib/ckfw/builtins/certdata.txt> |  
| 59e7c349caebdbd90e7f9d7f06be066933425a6f | <https://hg.mozilla.org/releases/mozilla-release/raw-file/93720442b571341fd67dd76b50dd4ae73226e10a/security/nss/lib/ckfw/builtins/certdata.txt>  
|  
| 8b263a18fca98ea371e54227837321c5cdaa1ba7 | <https://hg.mozilla.org/releases/mozilla-release/raw-file/db0157931387a232eba6ed90247b0cb89671cbcd/security/nss/lib/ckfw/builtins/certdata.txt> |  
| 0f9691f953dd3dd7b4d88a8f9069b9af71f6c668 | Same as the previous commit  
|  
| edd798d35abc8cc32519b08b3d8485780bb0fd20 | <https://hg.mozilla.org/releases/mozilla-release/raw-file/ed80dc53fca3452420400edd349b01600bc9a475/security/nss/lib/ckfw/builtins/certdata.txt> |  
| 74bfa39fdcacc2072ef9ab9bab6776002ea322a4 | <https://hg.mozilla.org/releases/mozilla-release/raw-file/4d6bd444b886615f85e86f29598551048d2690a7/security/nss/lib/ckfw/builtins/certdata.txt> |  
| 39c6ac0550873e5c9214f265a1d0d9876c64c669 | <https://hg.mozilla.org/releases/mozilla-release/raw-file/879ef40783f7255764ac9f401757c726a6c387c6/security/nss/lib/ckfw/builtins/certdata.txt> |  
| 7bbb8cfe6b9d5e1711584c3adb7fdc50c7471b50  
| <https://hg.mozilla.org/releases/mozilla-release/raw-file/c8f0f5eb3ec78cab045d24ba2ed359ebbe09f56e/security/nss/lib/ckfw/builtins/certdata.txt> |  
| 7f33e7eb8472dbcf31fdcf50cd216c89a282825d | <https://hg.mozilla.org/releases/mozilla-release/raw-file/f478b87846055e0e762d5493d26efab821091ce9/security/nss/lib/ckfw/builtins/certdata.txt> |  
| b2f7415648411b6fd7c298c6c92d6552f0165f60 | <https://hg.mozilla.org/releases/mozilla-release/raw-file/92f6d58167e0e0afd56305c9975b89134dd0424d/security/nss/lib/ckfw/builtins/certdata.txt> |  
| 8bcd1092d29849d9fe0a3261ab3bb875eb410694 | <https://hg.mozilla.org/releases/mozilla-release/raw-file/7d8e7a75db1e1489fa6b112be71b458ea028453b/security/nss/lib/ckfw/builtins/certdata.txt> |  
| 3aaca635bad074a0ce5c15fa8aa0dff47f5c639a | <https://hg.mozilla.org/releases/mozilla-release/raw-file/238ea457a20e22e269b95456d4dc47abf8bb8263/security/nss/lib/ckfw/builtins/certdata.txt> |  
| 68844bbac67c0a2513165f4024c238cbb0b7ec64 | <https://hg.mozilla.org/releases/mozilla-release/raw-file/f741b9b7161bdda9aa4dfc1bef67afcfbfa2c956/security/nss/lib/ckfw/builtins/certdata.txt>  
|  
| bef37a977ccb45fb4c1b213b79dd6ba438077561 | <https://hg.mozilla.org/releases/mozilla-release/raw-file/bb22fcd79ecfacff57cf9814e6b62a758db6f43/security/nss/lib/ckfw/builtins/certdata.txt> |  
| c5a419971b1bec220368c619aaafd0b818aa119f | <https://hg.mozilla.org/releases/mozilla-release/raw-file/c5a419971b1bec220368c619aaafd0b818aa119f>

file/163c38ee7a7a13a344e7fe15b75d86e6c5212ae0/security/nss/lib/ckfw/builtins/certdata.txt |  
| ae77ab685577d4f455d52cda7877baf5d06a1d0 | <https://hg.mozilla.org/releases/mozilla-release/raw-file/ce4c4f72a97d4ef2a387d39bfe964c8a13f05d2c/security/nss/lib/ckfw/builtins/certdata.txt> |  
| f3d27c23c986e495dcd98eed8f1e72a4919300ec | <https://hg.mozilla.org/releases/mozilla-release/raw-file/b8ea2342548b8571e58f9176d9555ccdb5ec199f/security/nss/lib/ckfw/builtins/certdata.txt> |

</details>

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=====

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conversion

=====

We use

mk-ca-bundle.pl from curl:

<https://github.com/curl/curl/blob/master/scripts/mk-ca-bundle.pl>

Found in path(s):

\* /ca-bundle-master-zip/ca-bundle-master/README.md

# 1.143 gojsonpointer 0.0.0-20180127040702-4e3ac2762d5f

## 1.143.1 Available under license :

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Version 2.0, January 2004

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# 1.144 driver-postgres 1.0.8

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# 1.145 procps 4.0.4-r3

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Version 2, June 1991

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## 1.151 libucontext 1.3.2-r0

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## 1.153 libxml2 2.13.8-r0

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# Contributor: Valery Kartel <valery.kartel@gmail.com>

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pkgname=perl-bsd-resource

pkgver=1.2911

pkgrel=10

#\_pkgreal is used by apkbuild-cpan to find modules at MetaCpan

\_pkgreal=BSD-Resource

pkgdesc="Perl extension implements the BSD process resource limit functions"

url="https://metacpan.org/release/BSD-Resource/"

arch="all"

license="Artistic-2.0 OR LGPL-2.0"

depends="perl"

makedepends="perl-dev"

subpackages="\$pkgname-doc"

source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-\$pkgver.tar.gz"

builddir="\$srcdir/\${\_pkgreal}-\${pkgver}"

```
build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
```

PERL\_MM\_USE\_DEFAULT=1 perl -I. Makefile.PL \

INSTALLDIRS=vendor \

NO\_PACKLIST=1 \

NO\_PERLLOCAL=1

make

}

```
check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
```

make test

}

```
package() {
 make DESTDIR="$pkgdir" install
}
```

sha512sums="

d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b

8065ba65f4fea16dc9262728b3b6b85

BSD-Resource-1.2911.tar.gz

"

# Contributor: Maxim Karasev <begs@disroot.org>

# Maintainer: mio <miyopan@e.email>

pkgname=bsd-games

pkgver=3.3

pkgrel=2

pkgdesc="traditional text mode games from BSD"

url="https://bsd-games.sourceforge.io/"

arch="all"

license="BSD-3-Clause"

install="\$pkgname.post-install"

makedepends="ncurses-dev coreutils" # configure causes busybox expr error

subpackages="\$pkgname-doc"

source="https://sourceforge.net/projects/bsd-games/files/bsd-games-\$pkgver.tar.gz

0001-bsd-games-scores-dir.patch

"

options="!check" # no tests

build() {

# some GNU autoconf options are ignored, but it works

./configure \

--build=\$CBUILD \

--host=\$CHOST \

--prefix=/usr \

--sysconfdir=/etc \

--mandir=/usr/share/man \

--scoredir=/usr/share/\$pkgname

make

}

package() {

make DESTDIR="\$pkgdir" install

install -Dm644 LICENSE "\$pkgdir"/usr/share/licenses/bsd-games/LICENSE

}

sha512sums="

aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6

8d3390143e0e62d5e3d210ccfb61294

bsd-games-3.3.tar.gz

e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0

577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch

"

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# Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21

pkgrel=8

pkgdesc="A library for high-performance 2D graphics"

url="https://www.levien.com/libart/"

arch="all"

options="!check" # No test suite.

license="LGPL-2.0-or-later"

subpackages="\$pkgname-dev"

source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-\$pkgver.tar.bz2"

"

builddir="\$srcdir"/libart-lgpl-\$pkgver

```
prepare() {
 update_config_sub
 default_prepare
}
```

```
build() {
 ./configure \
 --build=$CBUILD \
 --host=$CHOST \
 --prefix=/usr
 make
}
```

```
package() {
 make DESTDIR="$pkgdir" install
}
```

}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7  
6654309e001aee9bace727b5b4c8589405256a3c020 libart\_lgpl-2.3.21.tar.bz2"  
mini\_sendmail - accept email on behalf of real sendmail

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SUCH DAMAGE.

# Contributor: Patrycja Rosa <alpine@ptrcnull.me>

# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>

pkgname=bsd-compat-headers

pkgver=0.7.2

pkgrel=6

pkgdesc="BSD compatibility headers (cdefs, queue, tree)"

url="https://gitlab.alpinelinux.org/alpine/aports"

arch="noarch"

license="BSD-2-Clause AND BSD-3-Clause"

source="

cdefs.h

queue.h

tree.h

"

builddir="\$srcdir"

options="!check" # just headers

package() {

```

mkdir -p "$pkgdir"
install -Dm644 -t "$pkgdir"/usr/include/sys \
 cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"

Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.26.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdft rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;

```

```
do
local license=${i##*/}
echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
done
}

sha512sums="
67e618d4642dfe4f366935d9514d6f7941d3711e77c49bc1b340ac572d36015981b8f10c72a9f80f1d83e132ae7e5093c
0155e0c0e786e4777ee16d1cb7b885a license-list-data-3.26.0.tar.gz
"
```

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The Kohonen neural network code for color optimization was written by Anthony Dekker.

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:  
"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95  
<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>  
# Contributor: Dhruvin Gandhi <contact@dhruvin>  
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>  
pkgname=py3-license-expression  
\_pkgname=license\_expression  
pkgver=30.4.1  
pkgrel=0  
pkgdesc="Library to parse, compare, simplify and normalize license expressions"  
url="https://github.com/nexB/license-expression"  
arch="noarch"

```

license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir/${_pkgname}-${pkgver}"

build() {
 gpep517 build-wheel \
 --wheel-dir .dist \
 --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
 .dist/*.whl
}

sha512sums="
114c630f098939757e49187e35b4e54883266a2ee9ca283724992420ef4c860f9606a8342da0ab74d93627c10805f312
fda3f699cbc7c4fbd47a71e220440fb0
 license_expression-30.4.1.tar.gz
"

/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

/*
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 *
 */

```



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 \* SUCH DAMAGE.

\*  
 \* @(#)queue.h 8.5 (Berkeley) 8/20/94  
 \*/

```
#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_
```

```
/*
 * This file defines five types of data structures: singly-linked lists,
 * lists, simple queues, tail queues, and circular queues.
 *
 * A singly-linked list is headed by a single forward pointer. The
 * elements are singly linked for minimum space and
 * pointer manipulation
 * overhead at the expense of O(n) removal for arbitrary elements. New
 * elements can be added to the list after an existing element or at the
 * head of the list. Elements being removed from the head of the list
 * should use the explicit macro for this purpose for optimum
 * efficiency. A singly-linked list may only be traversed in the forward
 * direction. Singly-linked lists are ideal for applications with large
 * datasets and few or no removals or for implementing a LIFO queue.
 *
 * A list is headed by a single forward pointer (or an array of forward
 * pointers for a hash table header). The elements are doubly linked
 * so that an arbitrary element can be removed without a need to
 * traverse the list. New elements can be added to the list before
 * or after an existing element or at the head of the list. A list
 * may only be traversed in the forward direction.
 *
 * A simple queue is headed by a pair of pointers, one the head of the
 * list and the
 * other to the tail of the list. The elements are singly
 * linked to save space, so elements can only be removed from the
 * head of the list. New elements can be added to the list after
 * an existing element, at the head of the list, or at the end of the
 * list. A simple queue may only be traversed in the forward direction.

```

```

*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
* can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

```

```

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere. This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/

```

```

#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
if defined(_KERNEL)
define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
else
include <err.h>
define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
endif
#endif

```

```

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type) \
struct name { \
 struct type *slh_first; /* first \
 element */ \
}

```

```

#define SLIST_HEAD_INITIALIZER(head) \
{ NULL }

#define SLIST_ENTRY(type) \
struct { \
 struct type *sle_next; /* next element */ \
}

/*
 * Singly-linked List access methods.
 */
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field) \
for((var) = (head)->slh_first; \
 (var) != SLIST_END(head); \
 (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = SLIST_FIRST((head)); \
 (var) != SLIST_END(head) && \
 ((tvar) = SLIST_NEXT((var), field), 1); \
 (var) = (tvar))

/*
 * Singly-linked List functions.
 */
#define SLIST_INIT(head) do { \
 (head)->slh_first = SLIST_END(head); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do { \
 (elm)->field.sle_next = (slistelm)->field.sle_next; \
 (slistelm)->field.sle_next \
 = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do { \
 (elm)->field.sle_next = (head)->slh_first; \
 (head)->slh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do { \
 (slistelm)->field.sle_next = \

```

```

 SLIST_NEXT(SLIST_NEXT((slistelm), field), field); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do { \
 (head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do { \
 if ((head)->slh_first == (elm)) { \
 SLIST_REMOVE_HEAD((head), field); \
 } \
 else { \
 struct type *curelm = (head)->slh_first; \
 while(curelm->field.sle_next != (elm)) \
 curelm = curelm->field.sle_next; \
 curelm->field.sle_next = \
 curelm->field.sle_next->field.sle_next; \
 } \
} while (/*CONSTCOND*/0)

/*
 * List definitions.
 */
#define LIST_HEAD(name, type) \
struct name { \
 struct type *lh_first; /* first element */ \
}

#define LIST_HEAD_INITIALIZER(head) \
{ NULL }

#define LIST_ENTRY(type) \
struct { \
 struct type *le_next; /* next element */ \
 struct type **le_prev; /* address of previous next element */ \
}

/*
 * List access methods.
 */
#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL
#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field) \
 for ((var) = ((head)->lh_first); \

```

```

 (var) != LIST_END(head); \
 (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = LIST_FIRST((head)); \
 (var) != LIST_END(head) && \
 ((tvar) = LIST_NEXT((var), field), 1); \
 (var) = (tvar))

#define LIST_MOVE(head1, head2) do { \
 LIST_INIT((head2)); \
 if (!LIST_EMPTY((head1))) \
 { \
 (head2)->lh_first = (head1)->lh_first; \
 LIST_INIT((head1)); \
 } \
} while (/*CONSTCOND*/0)

/*
 * List functions.
 */
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field) \
if ((head)->lh_first && \
 (head)->lh_first->field.le_prev != &(head)->lh_first) \
 QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field) \
if ((elm)->field.le_next && \
 (elm)->field.le_next->field.le_prev != \
 &(elm)->field.le_next) \
 QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
 __FILE__, __LINE__); \
if (*(elm)->field.le_prev != (elm)) \
 QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field) \
(elm)->field.le_next = (void *)1L; \
(elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm, field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do { \
 (head)->lh_first = LIST_END(head); \

```

```

} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
 QUEUEDEBUG_LIST_OP((listelm), field) \
 if (((elm)->field.le_next = (listelm)->field.le_next) != \
 LIST_END(head)) \
 (listelm)->field.le_next->field.le_prev = \
 &(elm)->field.le_next; \
 (listelm)->field.le_next = (elm); \
 (elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
 QUEUEDEBUG_LIST_OP((listelm), field) \
 (elm)->field.le_prev = (listelm)->field.le_prev; \
 (elm)->field.le_next = (listelm); \
 *(listelm)->field.le_prev = (elm); \
 (listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do { \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field) \
 if (((elm)->field.le_next \
 = (head)->lh_first) != LIST_END(head)) \
 (head)->lh_first->field.le_prev = &(elm)->field.le_next; \
 (head)->lh_first = (elm); \
 (elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do { \
 QUEUEDEBUG_LIST_OP((elm), field) \
 if ((elm)->field.le_next != NULL) \
 (elm)->field.le_next->field.le_prev = \
 (elm)->field.le_prev; \
 *(elm)->field.le_prev = (elm)->field.le_next; \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do { \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
 (elm2)->field.le_next->field.le_prev = \
 &(elm2)->field.le_next; \
 (elm2)->field.le_prev = (elm)->field.le_prev; \
 *(elm2)->field.le_prev = (elm2); \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

/*

```

```

* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type) \
struct name { \
 struct \
 type *sqh_first; /* first element */ \
 struct type **sqh_last; /* addr of last next element */ \
}

#define SIMPLEQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type) \
struct { \
 struct type *sqe_next; /* next element */ \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL
#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->sqh_first); \
 (var) != SIMPLEQ_END(head); \
 (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->sqh_first); \
 (var) != SIMPLEQ_END(head) && \
 ((next = ((var)->field.sqe_next)), 1); \
 (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do { \
 (head)->sqh_first = NULL; \
 (head)->sqh_last \
 = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do { \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
 (head)->sqh_last = &(elm)->field.sqe_next; \
}

```

```

(head)->sqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
 (elm)->field.sqe_next = NULL; \
 *(head)->sqh_last = (elm); \
 (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \
 (head)->sqh_last = &(elm)->field.sqe_next; \
 (listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do { \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
 (head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
 if \
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
 == NULL) \
 (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do { \
 if ((head)->sqh_first == (elm)) { \
 SIMPLEQ_REMOVE_HEAD((head), field); \
 } else { \
 struct type *curelm = (head)->sqh_first; \
 while (curelm->field.sqe_next != (elm)) \
 curelm = curelm->field.sqe_next; \
 if ((curelm->field.sqe_next = \
 curelm->field.sqe_next->field.sqe_next) == NULL) \
 (head)->sqh_last = &(curelm)->field.sqe_next; \
 } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do { \
 if (!SIMPLEQ_EMPTY((head2))) { \
 *(head1)->sqh_last = (head2)->sqh_first; \
 (head1)->sqh_last = (head2)->sqh_last; \
 SIMPLEQ_INIT((head2)); \
 } \
} while (/*CONSTCOND*/0)

```



```

#define SIMPLEQ_LAST(head, type, field) \
(SIMPLEQ_EMPTY((head)) ? \
NULL : \
((struct type \
*)(void *) \
((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
 * Tail queue definitions.
 */
#define _TAILQ_HEAD(name, type, qual) \
struct name { \
 qual type *tqh_first; /* first element */ \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head) \
{ TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual) \
struct { \
 qual type *tqe_next; /* next element */ \
 qual type *qual *tqe_prev; /* address of previous next element */ \
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
 * Tail queue access methods.
 */
#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
(*(((struct headname *) (void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
(*(((struct headname \
*)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

#define TAILQ_FOREACH(var, head, field) \
for ((var) = ((head)->tqh_first); \
 (var) != TAILQ_END(head); \
 (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->tqh_first); \

```

```

 (var) != TAILQ_END(head) && \
 ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
for ((var) = TAILQ_LAST((head), headname); \
 (var) != TAILQ_END(head); \
 (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
for ((var) = TAILQ_LAST((head), headname); \
 (var) != TAILQ_END(head) && \
 ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
 * Tail queue functions.
 */
#if defined(QUEUEDEBBUG)
#define QUEUEDEBBUG_TAILQ_INSERT_HEAD(head, \
 elm, field) \
 if ((head)->tqh_first && \
 (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
 QUEUEDEBBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBBUG_TAILQ_INSERT_TAIL(head, elm, field) \
 if (*(head)->tqh_last != NULL) \
 QUEUEDEBBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBBUG_TAILQ_OP(elm, field) \
 if ((elm)->field.tqe_next && \
 (elm)->field.tqe_next->field.tqe_prev != \
 &(elm)->field.tqe_next) \
 QUEUEDEBBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
 __FILE__, __LINE__); \
 if (*(elm)->field.tqe_prev != (elm)) \
 QUEUEDEBBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
 __FILE__, __LINE__);
#define QUEUEDEBBUG_TAILQ_PREREMOVE(head, elm, field) \
 if ((elm)->field.tqe_next == NULL && \
 (head)->tqh_last != &(elm)->field.tqe_next) \
 QUEUEDEBBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \
 (head), (elm), __FILE__, \
 __LINE__);
#define QUEUEDEBBUG_TAILQ_POSTREMOVE(elm, field) \
 (elm)->field.tqe_next = (void *)1L; \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBBUG_TAILQ_INSERT_TAIL(head, elm, field)

```

```

#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
 (head)->qh_first = TAILQ_END(head); \
 (head)->qh_last = &(head)->qh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do { \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
 if (((elm)->field.tqe_next = (head)->qh_first) != TAILQ_END(head)) \
 (head)->qh_first->field.tqe_prev = \
 &(elm)->field.tqe_next; \
 else \
 (head)->qh_last = &(elm)->field.tqe_next; \
 (head)->qh_first = (elm); \
 (elm)->field.tqe_prev = &(head)->qh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head, \
 elm, field) do { \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
 (elm)->field.tqe_next = TAILQ_END(head); \
 (elm)->field.tqe_prev = (head)->qh_last; \
 *(head)->qh_last = (elm); \
 (head)->qh_last = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
 QUEUEDEBUG_TAILQ_OP((listelm), field) \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
 TAILQ_END(head)) \
 (elm)->field.tqe_next->field.tqe_prev = \
 &(elm)->field.tqe_next; \
 else \
 (head)->qh_last = &(elm)->field.tqe_next; \
 (listelm)->field.tqe_next = (elm); \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
 QUEUEDEBUG_TAILQ_OP((listelm), field) \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev; \
 (elm)->field.tqe_next = (listelm); \
 *(listelm)->field.tqe_prev = (elm); \
 (listelm)->field.tqe_prev

```

```

= &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do { \
 QUEUEDEBDEBUG_TAILQ_PREREMOVE((head), (elm), field) \
 QUEUEDEBDEBUG_TAILQ_OP((elm), field) \
 if (((elm)->field.tqe_next) != TAILQ_END(head)) \
 (elm)->field.tqe_next->field.tqe_prev = \
 (elm)->field.tqe_prev; \
 else \
 (head)->tqh_last = (elm)->field.tqe_prev; \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next; \
 QUEUEDEBDEBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do { \
 if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
 TAILQ_END(head)) \
 (elm2)->field.tqe_next->field.tqe_prev = \
 &(elm2)->field.tqe_next; \
 else \
 (head)->tqh_last = &(elm2)->field.tqe_next; \
 (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
 *(elm2)->field.tqe_prev = (elm2); \
 QUEUEDEBDEBUG_TAILQ_POSTREMOVE((elm), \
 field); \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do { \
 if (!TAILQ_EMPTY(head2)) { \
 *(head1)->tqh_last = (head2)->tqh_first; \
 (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
 (head1)->tqh_last = (head2)->tqh_last; \
 TAILQ_INIT((head2)); \
 } \
} while (/*CONSTCOND*/0)

/*
 * Singly-linked Tail queue declarations.
 */
#define STAILQ_HEAD(name, type) \
struct name { \
 struct type *stqh_first; /* first element */ \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).stqh_first }

```

```

#define STAILQ_ENTRY(type) \
struct { \
 struct type *stqe_next; /* next element */ \
}

/*
 * Singly-linked Tail queue access methods.
 */
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head) \
 == STAILQ_END(head))

/*
 * Singly-linked Tail queue functions.
 */
#define STAILQ_INIT(head) do { \
 (head)->stqh_first = NULL; \
 (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do { \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
 (head)->stqh_last = &(elm)->field.stqe_next; \
 (head)->stqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do { \
 (elm)->field.stqe_next = NULL; \
 *(head)->stqh_last = (elm); \
 (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL) \
 (head)->stqh_last = &(elm)->field.stqe_next; \
 (listelm)->field.stqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do { \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
 == NULL) \
 (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do { \

```

```

if ((head)->stqh_first == (elm)) { \
 STAILQ_REMOVE_HEAD((head), field); \
} else { \
 struct type *curelm = (head)->stqh_first; \
 while (curelm->field.stqe_next != (elm)) \
 curelm = curelm->field.stqe_next; \
 if ((curelm->field.stqe_next = \
 curelm->field.stqe_next->field.stqe_next) == NULL) \
 (head)->stqh_last = &(curelm->field.stqe_next); \
} \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field) \
for ((var) = ((head)->stqh_first); \
 (var); \
 (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = STAILQ_FIRST((head)); \
 (var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
 (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do { \
 if (!STAILQ_EMPTY((head2))) { \
 *(head1)->stqh_last \
 = (head2)->stqh_first; \
 (head1)->stqh_last = (head2)->stqh_last; \
 STAILQ_INIT((head2)); \
 } \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field) \
(STAILQ_EMPTY((head)) ? \
 NULL : \
 ((struct type *) (void *) \
 ((char *)((head)->stqh_last) - offsetof(struct type, field))))

#ifdef _KERNEL
/*
 * Circular queue definitions. Do not use. We still keep the macros
 * for compatibility but because of pointer aliasing issues their use
 * is discouraged!
 */

/*
 * __launder_type(): We use this ugly hack to work around the the compiler
 * noticing that two types may not alias each other and elide tests in code.

```

\* We hit this in the CIRCLEQ macros when comparing 'struct name \*' and  
 \* 'struct type \*' (see CIRCLEQ\_HEAD()). Modern compilers (such as GCC  
 \* 4.8) declare these comparisons as always false, causing the code to  
 \* not run as designed.  
 \*  
 \* This hack is only to be used for comparisons and thus can be fully const.  
 \* Do not use for assignment.  
 \*  
 \* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix  
 \* this by changing the head/tail sentinel values, but see the note above  
 \* this one.  
 \*/

```
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field) \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
 (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
 QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
 __FILE__, __LINE__); \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
 (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
 QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field) \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
 if ((head)->cqh_last != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
 (elm), __FILE__, __LINE__); \
 } else { \
 if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
 (elm), __FILE__, __LINE__); \
 } \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
 if ((head)->cqh_first != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
 (elm), __FILE__, __LINE__); \
 } else { \
 if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
 (elm), __FILE__, __LINE__); \
 }
#endif
```

```

 (elm), __FILE__, __LINE__); \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field) \
 (elm)->field.cqe_next = (void *)1L; \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type) \
struct name { \
 struct type *cqh_first; /* \
 first element */ \
 struct type *cqh_last; /* last element */ \
}

#define CIRCLEQ_HEAD_INITIALIZER(head) \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \
struct { \
 struct type *cqe_next; /* next element */ \
 struct type *cqe_prev; /* previous element */ \
}

/*
 * Circular queue functions.
 */
#define CIRCLEQ_INIT(head) do { \
 (head)->cqh_first = CIRCLEQ_END(head); \
 (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
 (elm)->field.cqe_next = (listelm)->field.cqe_next; \
 (elm)->field.cqe_prev = (listelm); \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm); \
 else \
 (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,

```



```

listelm, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
 (elm)->field.cqe_next = (listelm); \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm); \
 else \
 (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 (elm)->field.cqe_next = (head)->cqh_first; \
 (elm)->field.cqe_prev = CIRCLEQ_END(head); \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm); \
 else \
 (head)->cqh_first->field.cqe_prev = (elm); \
 (head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 (elm)->field.cqe_next \
 = CIRCLEQ_END(head); \
 (elm)->field.cqe_prev = (head)->cqh_last; \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm); \
 else \
 (head)->cqh_last->field.cqe_next = (elm); \
 (head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_REMOVE(head, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field) \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm)->field.cqe_prev; \
 else \
 (elm)->field.cqe_next->field.cqe_prev = \
 (elm)->field.cqe_prev; \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm)->field.cqe_next; \
 else \
 (elm)->field.cqe_prev->field.cqe_next = \
 (elm)->field.cqe_next; \
} while (/*CONSTCOND*/0)

```

```

QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->cqh_first); \
 (var) != CIRCLEQ_ENDC(head); \
 (var) \
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
for ((var) = ((head)->cqh_last); \
 (var) != CIRCLEQ_ENDC(head); \
 (var) = ((var)->field.cqe_prev))

/*
 * Circular queue access methods.
 */
#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__launter_type(head))
/* For assignments */
#define CIRCLEQ_END(head) ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
 (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 ? ((head)->cqh_first) \
 : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 ? ((head)->cqh_last) \
 : \
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

```

```

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef __cplusplus
define __BEGIN_DECLS extern "C" {
define __END_DECLS }
#else
define __BEGIN_DECLS
define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
define __THROW __attribute__ ((__nothrow__))
define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
define __THROW
define __NTH(fct) fct
#endif

#endif /* _SYS_CDEFS_H_ */
Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright" # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
 --wheel-dir .dist \
 --output-fd 3 3>&1 >&2
}

```

```

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
 .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
 flake8-copyright-0.2.4.tar.gz
"

Maintainer: fossdd <fossdd@pwned.life>
pkgname=cargo-license
pkgver=0.6.1
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
36215145e79965be090ae2f5ce6f5eb208465eb67a94c26bed1fe70a131c46c6dc35695e30852759b7366883fbc3caf00
272d796ac634f0a5e1d49232b6b29d5 cargo-license-0.6.1.tar.gz
"

/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*

```

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 \*/

```
#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y) \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \
 (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif
```

```
#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif
```

```
/*
 * This file defines data structures for different types of trees:
 * splay trees and red-black trees.
 *
 * A splay tree is a self-organizing
```

data structure. Every operation

- \* on the tree causes a splay to happen. The splay moves the requested
- \* node to the root of the tree and partly rebalances it.

\*

- \* This has the benefit that request locality causes faster lookups as
- \* the requested nodes move to the top of the tree. On the other hand,
- \* every lookup causes memory writes.

\*

- \* The Balance Theorem bounds the total access time for m operations
- \* and n inserts on an initially empty tree as  $O((m + n)\lg n)$ . The
- \* amortized cost for a sequence of m accesses to a splay tree is  $O(\lg n)$ ;

\*

- \* A red-black tree is a binary search tree with the node color as an
- \* extra attribute. It fulfills a set of conditions:

- \* - every search path from the root to a leaf consists of the
- \* same number of black nodes,
- \* - each red node (except for the root) has a black parent,
- \* - each leaf node is black.

\*

- \* Every operation on a red-black tree is bounded as  $O(\lg n)$ .

- \* The maximum height of a red-black tree is  $2\lg(n+1)$ .

\*/

```
#define SPLAY_HEAD(name, type) \
struct name { \
 struct type *sph_root; /* root of the tree */ \
}
```

```
#define SPLAY_INITIALIZER(root) \
{ NULL }
```

```
#define SPLAY_INIT(root) do { \
 (root)->sph_root = NULL; \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_ENTRY(type) \
struct { \
 struct type *spe_left; /* left element */ \
 struct type *spe_right; /* right element */ \
}
```

```
#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)
```

```
/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
```

```
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
```

```

 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
 (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
 SPLAY_RIGHT((head)->sph_root, \
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root; \
 (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do { \
 SPLAY_LEFT(tmp, field) = (head)->sph_root; \
 tmp = (head)->sph_root; \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
 tmp = (head)->sph_root; \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp) \
 void name##_SPLAY(struct name *, struct type *); \
 void name##_SPLAY_MINMAX(struct name *, int); \
 struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
 struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
 \
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
 if (SPLAY_EMPTY(head)) \
 return(NULL); \
 name##_SPLAY(head, elm); \
 if ((cmp)(elm, (head)->sph_root) == 0) \

```

```

 return (head->sph_root); \
return (NULL); \
} \
\
static __inline __sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
 name##_SPLAY(head, elm); \
 if (SPLAY_RIGHT(elm, field) != NULL) { \
 elm = SPLAY_RIGHT(elm, field); \
 while (SPLAY_LEFT(elm, field) != NULL) { \
 elm = SPLAY_LEFT(elm, field); \
 } \
 } \
 else \
 elm = NULL; \
 return (elm); \
} \
\
static __sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
 name##_SPLAY_MINMAX(head, val); \
 return (SPLAY_ROOT(head)); \
}

/* Main splay operation.
 * Moves node close to the key of elm to top
 */
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{ \
 if (SPLAY_EMPTY(head)) { \
 SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
 } else { \
 int __comp; \
 name##_SPLAY(head, elm); \
 __comp = (cmp)(elm, (head)->sph_root); \
 if (__comp < 0) { \
 SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_RIGHT(elm, field) = (head)->sph_root; \
 SPLAY_LEFT((head)->sph_root, field) = NULL; \
 } else if (__comp > 0) { \
 SPLAY_RIGHT(elm, \
field) = SPLAY_RIGHT((head)->sph_root, field); \
 SPLAY_LEFT(elm, field) = (head)->sph_root; \
 SPLAY_RIGHT((head)->sph_root, field) = NULL; \
 } \
 } \
}

```



```

 } else \
 return ((head)->sph_root); \
 } \
 (head)->sph_root = (elm); \
 return (NULL); \
} \
\
struct type * \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{ \
 struct type *__tmp; \
 if (SPLAY_EMPTY(head)) \
 return (NULL); \
 name##_SPLAY(head, elm); \
 if ((cmp)(elm, (head)->sph_root) == 0) { \
 if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
 } else { \
 __tmp = SPLAY_RIGHT((head)->sph_root, field);\
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
 name##_SPLAY(head, elm); \
 SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
 } \
 return (elm); \
 } \
 return (NULL); \
} \
\
void \
name##_SPLAY(struct \
 name *head, struct type *elm) \
{ \
 struct type __node, *__left, *__right, *__tmp; \
 int __comp; \
 \
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node; \
 \
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
 if (__comp < 0) { \
 __tmp = SPLAY_LEFT((head)->sph_root, field);\
 if (__tmp == NULL) \
 break; \
 if ((cmp)(elm, __tmp) < 0){ \
 SPLAY_ROTATE_RIGHT(head, __tmp, field);\
 if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
 break; \
 } \

```

```

 SPLAY_LINKLEFT(head, __right, field); \
} else if (__comp > 0) { \
 __tmp = SPLAY_RIGHT((head)->sph_root, field); \
 if (__tmp == NULL) \
 break; \
 if ((cmp)(elm, __tmp) > 0){ \
 SPLAY_ROTATE_LEFT(head, __tmp, field); \
 if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
 break; \
 } \
 SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field); \
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
 struct type __node, *__left, *__right, *__tmp; \
 \
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node; \
 \
 while (1) { \
 if (__comp < 0) { \
 __tmp = SPLAY_LEFT((head)->sph_root, field); \
 if (__tmp == NULL) \
 break; \
 if (__comp < 0){ \
 SPLAY_ROTATE_RIGHT(head, __tmp, field); \
 if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
 break; \
 } \
 SPLAY_LINKLEFT(head, __right, field); \
 } else if (__comp > 0) { \
 __tmp = SPLAY_RIGHT((head)->sph_root, field); \
 if (__tmp == NULL) \
 break; \
 if (__comp > 0) { \
 SPLAY_ROTATE_LEFT(head, __tmp, field); \
 if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
 break; \
 } \

```

```

 SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
 : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
 : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
 for ((x) = SPLAY_MIN(name, head); \
 (x) != NULL; \
 (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
struct name { \
 struct type *rbh_root; /* root of the tree */ \
}

#define RB_INITIALIZER(root) \
{ \
 NULL \
}

#define RB_INIT(root) do { \
 (root)->rbh_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type) \
struct { \
 struct type *rbe_left; /* left element */ \
 struct type *rbe_right; /* right element */ \
 struct type *rbe_parent; /* parent element */ \
 int rbe_color; /* node color */ \
}

#define RB_LEFT(elm, field) (elm)->field.rbe_left

```

```

#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do { \
 RB_PARENT(elm, field) = parent; \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
 RB_COLOR(elm, field) = RB_RED; \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do { \
 RB_COLOR(black, field) = RB_BLACK; \
 RB_COLOR(red, field) \
 = RB_RED; \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do { \
 (tmp) = RB_RIGHT(elm, field); \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
 RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
 } \
 RB_AUGMENT(elm); \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
 if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
 RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
 else \
 RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else \
 (head)->rbh_root = (tmp); \
 RB_LEFT(tmp, field) = (elm); \
 RB_PARENT(elm, field) = (tmp); \
 RB_AUGMENT(tmp); \
 if ((RB_PARENT(tmp, field))) \
 RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do { \
 (tmp) = RB_LEFT(elm, field); \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field)) \
 != NULL) { \
 RB_PARENT(RB_RIGHT(tmp, field), field) = (elm); \
 } \
} \

```

```

RB_AUGMENT(elm); \
if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
 if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
 RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
 else \
 RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
} else \
 (head)->rbh_root = (tmp); \
RB_RIGHT(tmp, field) = (elm); \
RB_PARENT(elm, field) = (tmp); \
RB_AUGMENT(tmp); \
if ((RB_PARENT(tmp, field))) \
 RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp) \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp) \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr) \
 attr void name##_RB_INSERT_COLOR(struct name *, struct \
 type *); \
 attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *); \
 attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
 attr struct type *name##_RB_INSERT(struct name *, struct type *); \
 attr struct type *name##_RB_FIND(struct name *, struct type *); \
 attr struct type *name##_RB_NFIND(struct name *, struct type *); \
 attr struct type *name##_RB_NEXT(struct type *); \
 attr struct type *name##_RB_PREV(struct type *); \
 attr struct type *name##_RB_MINMAX(struct name *, int); \
 \

/* Main rb operation.
 * Moves node close to the key of elm to top
 */
#define RB_GENERATE(name, type, field, cmp) \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
 attr void \
 name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
 { \
 struct type \
 *parent, *gparent, *tmp; \
 while ((parent = RB_PARENT(elm, field)) != NULL && \
 RB_COLOR(parent, field) == RB_RED) { \

```

```

gparent = RB_PARENT(parent, field); \
if (parent == RB_LEFT(gparent, field)) { \
 tmp = RB_RIGHT(gparent, field); \
 if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
 RB_COLOR(tmp, field) = RB_BLACK; \
 RB_SET_BLACKRED(parent, gparent, field);\
 elm = gparent; \
 continue; \
 } \
 if (RB_RIGHT(parent, field) == elm) { \
 RB_ROTATE_LEFT(head, parent, tmp, field);\
 tmp = parent; \
 parent = elm; \
 elm = tmp; \
 } \
 RB_SET_BLACKRED(parent, gparent, field); \
 RB_ROTATE_RIGHT(head, gparent, tmp, field); \
} else { \
 tmp = RB_LEFT(gparent, field); \
 if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
 RB_COLOR(tmp, field) = RB_BLACK; \
 RB_SET_BLACKRED(parent, gparent, field);\
 elm = gparent; \
 continue; \
 } \
 if (RB_LEFT(parent, field) == elm) \
{ \
 RB_ROTATE_RIGHT(head, parent, tmp, field);\
 tmp = parent; \
 parent = elm; \
 elm = tmp; \
} \
 RB_SET_BLACKRED(parent, gparent, field); \
 RB_ROTATE_LEFT(head, gparent, tmp, field); \
} \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
\
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
 struct type *tmp; \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
 elm != RB_ROOT(head)) { \
 if (RB_LEFT(parent, field) == elm) { \
 tmp = RB_RIGHT(parent, field); \
 if (RB_COLOR(tmp, field) == RB_RED) { \

```

```

RB_SET_BLACKRED(tmp, parent, field); \
RB_ROTATE_LEFT(head, parent, tmp, field);\
tmp = RB_RIGHT(parent, field); \
} \
if ((RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
 (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp,
field), field) == RB_BLACK)) {\
 RB_COLOR(tmp, field) = RB_RED; \
 elm = parent; \
 parent = RB_PARENT(elm, field); \
} else { \
 if (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
 struct type *oleft; \
 if ((oleft = RB_LEFT(tmp, field)) \
 != NULL) \
 RB_COLOR(oleft, field) = RB_BLACK;\
 RB_COLOR(tmp, field) = RB_RED; \
 RB_ROTATE_RIGHT(head, tmp, oleft, field);\
 tmp = RB_RIGHT(parent, field); \
 } \
 RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
 RB_COLOR(parent, field) = RB_BLACK; \
 if (RB_RIGHT(tmp, field)) \
 RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
 RB_ROTATE_LEFT(head, parent, tmp, field);\
 elm = RB_ROOT(head); \
 break; \
} \
} else { \
 tmp = RB_LEFT(parent, field); \
 if (RB_COLOR(tmp, field) == RB_RED) { \
 RB_SET_BLACKRED(tmp, parent, field); \
 RB_ROTATE_RIGHT(head, parent, tmp, field);\
 tmp
= RB_LEFT(parent, field); \
 } \
 if ((RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
 (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
 RB_COLOR(tmp, field) = RB_RED; \
 elm = parent; \
 parent = RB_PARENT(elm, field); \
 } else { \
 if (RB_LEFT(tmp, field) == NULL || \

```

```

 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
struct type *oright; \
if ((oright = RB_RIGHT(tmp, field)) \
 != NULL) \
 RB_COLOR(oright, field) = RB_BLACK;\
 RB_COLOR(tmp, field) = RB_RED; \
 RB_ROTATE_LEFT(head, tmp, oright, field);\
 tmp = RB_LEFT(parent, field); \
} \
RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
RB_COLOR(parent, field) = RB_BLACK; \
if (RB_LEFT(tmp, field)) \
 RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
 RB_ROTATE_RIGHT(head, parent, tmp, field);\
 elm = RB_ROOT(head); \
 break; \
} \
} \
} \
if
(elm) \
 RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
 struct type *child, *parent, *old = elm; \
 int color; \
 if (RB_LEFT(elm, field) == NULL) \
 child = RB_RIGHT(elm, field); \
 else if (RB_RIGHT(elm, field) == NULL) \
 child = RB_LEFT(elm, field); \
 else { \
 struct type *left; \
 elm = RB_RIGHT(elm, field); \
 while ((left = RB_LEFT(elm, field)) != NULL) \
 elm = left; \
 child = RB_RIGHT(elm, field); \
 parent = RB_PARENT(elm, field); \
 color = RB_COLOR(elm, field); \
 if (child) \
 RB_PARENT(child, field) = parent; \
 if (parent) { \
 if (RB_LEFT(parent, field) == elm) \
 RB_LEFT(parent, field) = child; \
 else \
 RB_RIGHT(parent, field) = child; \

```



```

 RB_AUGMENT(parent); \
} else \
 RB_ROOT(head)
= child; \
if (RB_PARENT(elm, field) == old) \
 parent = elm; \
(elm)->field = (old)->field; \
if (RB_PARENT(old, field)) { \
 if (RB_LEFT(RB_PARENT(old, field), field) == old)\
 RB_LEFT(RB_PARENT(old, field), field) = elm;\
 else \
 RB_RIGHT(RB_PARENT(old, field), field) = elm;\
 RB_AUGMENT(RB_PARENT(old, field)); \
} else \
 RB_ROOT(head) = elm; \
RB_PARENT(RB_LEFT(old, field), field) = elm; \
if (RB_RIGHT(old, field)) \
 RB_PARENT(RB_RIGHT(old, field), field) = elm; \
if (parent) { \
 left = parent; \
 do { \
 RB_AUGMENT(left); \
 } while ((left = RB_PARENT(left, field)) != NULL); \
} \
goto color; \
} \
parent = RB_PARENT(elm, field); \
color = RB_COLOR(elm, field); \
if (child) \
 RB_PARENT(child, field) = parent; \
if (parent) { \
 if (RB_LEFT(parent, field) == elm) \
 RB_LEFT(parent, field) = child; \
 else \
 RB_RIGHT(parent,
field) = child; \
 RB_AUGMENT(parent); \
} else \
 RB_ROOT(head) = child; \
color: \
if (color == RB_BLACK) \
 name##_RB_REMOVE_COLOR(head, parent, child); \
return (old); \
} \
\
/* Inserts a node into the RB tree */ \
attr struct type * \
name##_RB_INSERT(struct name *head, struct type *elm) \

```

```

{
 \
 struct type *tmp; \
 struct type *parent = NULL; \
 int comp = 0; \
 tmp = RB_ROOT(head); \
 while (tmp) { \
 parent = tmp; \
 comp = (cmp)(elm, parent); \
 if (comp < 0) \
 tmp = RB_LEFT(tmp, field); \
 else if (comp > 0) \
 tmp = RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
 RB_SET(elm, parent, field); \
 if (parent != NULL) { \
 if (comp < 0) \
 RB_LEFT(parent, field) = elm; \
 else \
 RB_RIGHT(parent, field) = elm; \
 RB_AUGMENT(parent); \
 } else \
 RB_ROOT(head) = elm; \
 name##_RB_INSERT_COLOR(head,
 elm); \
 return (NULL); \
} \
 \
/* Finds the node with the same key as elm */ \
attr struct type * \
name##_RB_FIND(struct name *head, struct type *elm) \
{
 \
 struct type *tmp = RB_ROOT(head); \
 int comp; \
 while (tmp) { \
 comp = cmp(elm, tmp); \
 if (comp < 0) \
 tmp = RB_LEFT(tmp, field); \
 else if (comp > 0) \
 tmp = RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
 return (NULL); \
} \
 \
/* Finds the first node greater than or equal to the search key */ \

```

```

attr struct type * \
name##_RB_NFIND(struct name *head, struct type *elm) \
{ \
 struct type *tmp = RB_ROOT(head); \
 struct type *res = NULL; \
 int comp; \
 while (tmp) { \
 comp = cmp(elm, tmp); \
 if (comp < 0) { \
 res = tmp; \
 tmp = RB_LEFT(tmp, field); \
 } \
 else if (comp > 0) \
 tmp =
RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
 return (res); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_NEXT(struct type *elm) \
{ \
 if (RB_RIGHT(elm, field)) { \
 elm = RB_RIGHT(elm, field); \
 while (RB_LEFT(elm, field)) \
 elm = RB_LEFT(elm, field); \
 } else { \
 if (RB_PARENT(elm, field) && \
 (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 else { \
 while (RB_PARENT(elm, field) && \
 (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 elm = RB_PARENT(elm, field); \
 } \
 } \
 return (elm); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_PREV(struct type *elm) \
{ \
 if (RB_LEFT(elm, field)) { \

```

```

elm = RB_LEFT(elm, field); \
while (RB_RIGHT(elm, field)) \
 elm = RB_RIGHT(elm, field); \
}
else { \
 if (RB_PARENT(elm, field) && \
 (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 else { \
 while (RB_PARENT(elm, field) && \
 (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 elm = RB_PARENT(elm, field); \
 } \
} \
return (elm); \
} \
\
attr struct type * \
name##_RB_MINMAX(struct name *head, int val) \
{ \
 struct type *tmp = RB_ROOT(head); \
 struct type *parent = NULL; \
 while (tmp) { \
 parent = tmp; \
 if (val < 0) \
 tmp = RB_LEFT(tmp, field); \
 else \
 tmp = RB_RIGHT(tmp, field); \
 } \
 return (parent); \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x, \
y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \
 for ((x) = RB_MIN(name, head); \

```

```

(x) != NULL; \
(x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y) \
for ((x) = (y); \
 ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
 (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y) \
for ((x) = RB_MIN(name, head); \
 ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
 (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \
for ((x) = RB_MAX(name, head); \
 (x) != NULL; \
 (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
for ((x) = (y); \
 ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
 (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name, \
head, y) \
for ((x) = RB_MAX(name, head); \
 ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
 (x) = (y))

#endif /* _SYS_TREE_H_ */
pkgname=linux-headers
pkgver=6.14.2 # Follow the latest Linux stable
_kernver=${pkgver%.*}
pkgrel=0
pkgdesc="Linux system headers"
url="https://kernel.org/"
arch="all" # Headers are architecture specific
license="GPL-2.0-only"
makedepends="perl"
options="!check !dbg !strip !tracedeps !archcheck"
source="https://kernel.org/pub/linux/kernel/v6.x/linux-${_kernver}.tar.xz
revert-broken-uapi.patch
0003-remove-inclusion-of-sysinfo.h-in-kernel.h.patch

```

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Version 2, June 1991

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## 1.158 etcd 3.5.16

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# 1.159 prometheus-client-model 0.4.0

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <https://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All

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|----------------|-----------|-----------|---------------|
| 0.9.0 thru 1.2 | 1991-1995 | CWI       | yes           |
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| 1.6            | 1.5.2     | 2000      | CNRI no       |
| 2.0            | 1.6       | 2000      | BeOpen.com no |
| 1.6.1          | 1.6       | 2001      | CNRI yes (2)  |
| 2.1            | 2.0+1.6.1 | 2001      | PSF no        |
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| 2.1.1          | 2.1+2.0.1 | 2001      | PSF yes       |
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## 1.168 pq 1.10.4

### 1.168.1 Available under license :

```
//go:build go1.10
// +build go1.10

package pq

import (
 "context"
 "database/sql/driver"
)

// NoticeHandler returns the notice handler on the given connection, if any. A
// runtime panic occurs if c is not a pq connection. This is rarely used
// directly, use ConnectorNoticeHandler and ConnectorWithNoticeHandler instead.
func NoticeHandler(c driver.Conn) func(*Error) {
 return c.(*conn).noticeHandler
}

// SetNoticeHandler sets the given notice handler on the given connection. A
// runtime panic occurs if c is not a pq connection. A nil handler may be used
// to unset it. This is rarely used directly, use ConnectorNoticeHandler and
// ConnectorWithNoticeHandler instead.
//
// Note: Notice handlers are executed synchronously by pq meaning commands
// won't continue to be processed until the handler returns.
func SetNoticeHandler(c driver.Conn, handler func(*Error)) {
 c.(*conn).noticeHandler = handler
}
```

```

// NoticeHandlerConnector wraps a regular connector and sets a notice handler
//
// on it.
type NoticeHandlerConnector struct {
 driver.Connector
 noticeHandler func(*Error)
}

// Connect calls the underlying connector's connect method and then sets the
// notice handler.
func (n *NoticeHandlerConnector) Connect(ctx context.Context) (driver.Conn, error) {
 c, err := n.Connector.Connect(ctx)
 if err == nil {
 SetNoticeHandler(c, n.noticeHandler)
 }
 return c, err
}

// ConnectorNoticeHandler returns the currently set notice handler, if any. If
// the given connector is not a result of ConnectorWithNoticeHandler, nil is
// returned.
func ConnectorNoticeHandler(c driver.Connector) func(*Error) {
 if c, ok := c.(*NoticeHandlerConnector); ok {
 return c.noticeHandler
 }
 return nil
}

// ConnectorWithNoticeHandler creates or sets the given handler for the given
// connector. If the given connector is a result of calling this function
// previously, it is simply set on the given connector and returned. Otherwise,
// this returns a new connector wrapping the given one and
// setting the notice
// handler. A nil notice handler may be used to unset it.
//
// The returned connector is intended to be used with database/sql.OpenDB.
//
// Note: Notice handlers are executed synchronously by pq meaning commands
// won't continue to be processed until the handler returns.
func ConnectorWithNoticeHandler(c driver.Connector, handler func(*Error)) *NoticeHandlerConnector {
 if c, ok := c.(*NoticeHandlerConnector); ok {
 c.noticeHandler = handler
 return c
 }
 return &NoticeHandlerConnector{Connector: c, noticeHandler: handler}
}

```

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## 1.169 libcurl 8.14.1-r0

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## 1.170 python-certifi 2021.5.30



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ca-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#

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<http://mxr.mozilla.org/mozilla/source/security/nss/lib/ckfw/builtins/certdata.txt?raw=1#>

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## 1.171 curl 8.14.1-r0

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Current ncurses maintainer: Thomas Dickey <[dickey@invisible-island.net](mailto:dickey@invisible-island.net)>

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Current ncurses maintainer: Thomas Dickey <[dickey@invisible-island.net](mailto:dickey@invisible-island.net)>

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Files: progs/tset.c ncurses/tinfo/read\_termcap.c

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-- vile: txtmode file-encoding=utf-8

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-- vile:txtmode fc=72  
-- \$Id: COPYING,v 1.13 2024/01/05 21:13:17 tom Exp \$

## 1.173 rich 14.0.0

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## 1.174 zstd 1.5.7-r0

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# 1.175 pgproto3 2.0.6

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```
Contributor: Patrycja Rosa <alpine@ptrcnull.me>
Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source=""
cdefs.h
queue.h
tree.h
"
builddir="$srcdir"
```

```
options="!check" # just headers
```

```
package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
 cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"

Automatically generated by apkbuild-cpan, template 4
Contributor: Valery Kartel <valery.kartel@gmail.com>
Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=10
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
buildid="$srcdir/${_pkgreal}-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
 INSTALLDIRS=vendor \
 NO_PACKLIST=1 \
 NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}
```

```

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
 BSD-Resource-1.2911.tar.gz
"

Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
buildid="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright" # Backwards compatibility
provides="py-flake8-copyright=${pkgver}-r${pkgrel}" # Backwards compatibility

build() {
 gpep517 build-wheel \
 --wheel-dir .dist \
 --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
 .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
 flake8-copyright-0.2.4.tar.gz
"

#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

```

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef \_\_P

#undef \_\_PMT

#define \_\_P(args) args

#define \_\_PMT(args) args

#define \_\_CONCAT(x,y) x ## y

#define \_\_STRING(x) #x

#ifdef \_\_cplusplus

# define \_\_BEGIN\_DECLS extern "C" {

# define \_\_END\_DECLS }

#else

# define \_\_BEGIN\_DECLS

# define \_\_END\_DECLS

#endif

#if defined(\_\_GNUC\_\_) && !defined(\_\_cplusplus)

# define \_\_THROW \_\_attribute\_\_((\_\_nothrow\_\_))

# define \_\_NTH(fct) \_\_attribute\_\_((\_\_nothrow\_\_)) fct

#else

# define \_\_THROW

# define \_\_NTH(fct) fct

#endif

#endif /\* \_SYS\_CDEFS\_H\_ \*/

# Maintainer: fossdd <fossdd@pwned.life>

pkgname=cargo-license

pkgver=0.6.1

pkgrel=1

pkgdesc="Cargo subcommand to see license of dependencies"

url="https://github.com/onur/cargo-license"

arch="all"

license="MIT"

makedepends="cargo cargo-auditable"

source="\$pkgname-\$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/\$pkgver/download"

prepare() {

default\_prepare

cargo fetch --target="\$CTARGET" --locked

}

build() {

cargo auditable build --release --frozen

}

```

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
36215145e79965be090ae2f5ce6f5eb208465eb67a94c26bed1fe70a131c46c6dc35695e30852759b7366883fbc3caf00
272d796ac634f0a5e1d49232b6b29d5 cargo-license-0.6.1.tar.gz
"

/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
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*
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* THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
* (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

#ifdef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y) \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \

```

```

(__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
 * This file defines data structures for different types of trees:
 * splay trees and red-black trees.
 *
 * A splay tree is a self-organizing
 * data structure. Every operation
 * on the tree causes a splay to happen. The splay moves the requested
 * node to the root of the tree and partly rebalances it.
 *
 * This has the benefit that request locality causes faster lookups as
 * the requested nodes move to the top of the tree. On the other hand,
 * every lookup causes memory writes.
 *
 * The Balance Theorem bounds the total access time for m operations
 * and n inserts on an initially empty tree as $O((m + n) \lg n)$. The
 * amortized cost for a sequence of m accesses to a splay tree is $O(\lg n)$;
 *
 * A red-black tree is a binary search tree with the node color as an
 * extra attribute. It fulfills a set of conditions:
 * - every search path from the root to a leaf consists of the
 * same number of black nodes,
 * - each red node (except for the root) has a black parent,
 * - each leaf node is black.
 *
 * Every operation on a red-black tree is bounded as $O(\lg n)$.
 * The maximum height of a red-black tree is $2 \lg (n+1)$.
 */

#define SPLAY_HEAD(name, type) \
struct name { \
 struct type *sph_root; /* root of the tree */ \
}

#define SPLAY_INITIALIZER(root) \
{ NULL }

#define SPLAY_INIT(root) do { \

```



```

(root)->sph_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type) \
struct { \
 struct type *spe_left; /* left element */ \
 struct type *spe_right; /* right element */ \
}

#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
 (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
 SPLAY_RIGHT((head)->sph_root, \
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root; \
 (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do { \
 SPLAY_LEFT(tmp, field) = (head)->sph_root; \
 tmp = (head)->sph_root; \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
 tmp = (head)->sph_root; \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

```

```

#define
 SPLAY_PROTOTYPE(name, type, field, cmp) \
void name##_SPLAY(struct name *, struct type *); \
void name##_SPLAY_MINMAX(struct name *, int); \
struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
 \
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
 if (SPLAY_EMPTY(head)) \
 return(NULL); \
 name##_SPLAY(head, elm); \
 if ((cmp)(elm, (head->sph_root) == 0) \
 return (head->sph_root); \
 return (NULL); \
} \
 \
static __inline _sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
 name##_SPLAY(head, elm); \
 if (SPLAY_RIGHT(elm, field) != NULL) { \
 elm = SPLAY_RIGHT(elm, field); \
 while (SPLAY_LEFT(elm, field) != NULL) { \
 elm = SPLAY_LEFT(elm, field); \
 } \
 } \
 else \
 elm = NULL; \
 return (elm); \
} \
 \
static _sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
 name##_SPLAY_MINMAX(head, val); \
 return (SPLAY_ROOT(head)); \
}

/* Main splay operation.
 * Moves node close to the key of elm to top
 */
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \

```

```

{
 \
 if (SPLAY_EMPTY(head)) {
 \
 SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
 } else {
 \
 int __comp;
 \
 name##_SPLAY(head, elm);
 \
 __comp = (cmp)(elm, (head)->sph_root);
 \
 if(__comp < 0) {
 \
 SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
 SPLAY_RIGHT(elm, field) = (head)->sph_root; \
 SPLAY_LEFT((head)->sph_root, field) = NULL; \
 } else if (__comp > 0) {
 \
 SPLAY_RIGHT(elm,
field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT(elm, field) = (head)->sph_root; \
 SPLAY_RIGHT((head)->sph_root, field) = NULL; \
 } else
 \
 return ((head)->sph_root);
 \
 }
 \
 (head)->sph_root = (elm);
 \
 return (NULL);
 \
}
 \

struct type *
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{
 \
 struct type *__tmp;
 \
 if (SPLAY_EMPTY(head))
 \
 return (NULL);
 \
 name##_SPLAY(head, elm);
 \
 if ((cmp)(elm, (head)->sph_root) == 0) {
 \
 if (SPLAY_LEFT((head)->sph_root, field) == NULL) {
 \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
 } else {
 \
 __tmp = SPLAY_RIGHT((head)->sph_root, field);\
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
 name##_SPLAY(head, elm);
 \
 SPLAY_RIGHT((head)->sph_root, field) = __tmp;
 \
 }
 \
 return (elm);
 \
 }
 \
 return (NULL);
 \
}
 \

void
name##_SPLAY(struct
name *head, struct type *elm) \
{
 \

```

```

struct type __node, *__left, *__right, *__tmp; \
int __comp; \
\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
__left = __right = &__node; \
\
while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
 if (__comp < 0) { \
 __tmp = SPLAY_LEFT((head)->sph_root, field);\
 if (__tmp == NULL) \
 break; \
 if ((cmp)(elm, __tmp) < 0){ \
 SPLAY_ROTATE_RIGHT(head, __tmp, field);\
 if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
 break; \
 } \
 SPLAY_LINKLEFT(head, __right, field); \
 } else if (__comp > 0) { \
 __tmp = SPLAY_RIGHT((head)->sph_root, field);\
 if (__tmp == NULL) \
 break; \
 if ((cmp)(elm, __tmp) > 0){ \
 SPLAY_ROTATE_LEFT(head, __tmp, field);\
 if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
 break; \
 } \
 SPLAY_LINKRIGHT(head, __left, field); \
 } \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field); \
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
 struct type __node, *__left, *__right, *__tmp; \
 \
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node; \
 \
 while (1) { \
 if (__comp < 0) { \
 __tmp = SPLAY_LEFT((head)->sph_root, field);\
 if (__tmp == NULL) \
 break; \

```

```

if (__comp < 0){ \
 SPLAY_ROTATE_RIGHT(head, __tmp, field); \
 if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
 break; \
} \
SPLAY_LINKLEFT(head, __right, field); \
} else if (__comp > 0) { \
 __tmp = SPLAY_RIGHT((head)->sph_root, field); \
 if (__tmp == NULL) \
 break; \
 if (__comp > 0) { \
 SPLAY_ROTATE_LEFT(head, __tmp, field); \
 if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
 break; \
 } \
 SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
 : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
 : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
 for ((x) = SPLAY_MIN(name, head); \
 (x) != NULL; \
 (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
 struct name { \
 struct type *rbh_root; /* root of the tree */ \
 }

#define RB_INITIALIZER(root) \
 {

```

```

NULL }

#define RB_INIT(root) do { \
 (root)->rbh_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type) \
struct { \
 struct type *rbe_left; /* left element */ \
 struct type *rbe_right; /* right element */ \
 struct type *rbe_parent; /* parent element */ \
 int rbe_color; /* node color */ \
}

#define RB_LEFT(elm, field) (elm)->field.rbe_left
#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do { \
 RB_PARENT(elm, field) = parent; \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
 RB_COLOR(elm, field) = RB_RED; \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do { \
 RB_COLOR(black, field) = RB_BLACK; \
 RB_COLOR(red, field) \
 = RB_RED; \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do { \
 (tmp) = RB_RIGHT(elm, field); \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
 RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
 } \
 RB_AUGMENT(elm); \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
 if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
 RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
 } \
} while (/*CONSTCOND*/ 0)

```

```

else \
 RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
} else \
 (head)->rbh_root = (tmp); \
 RB_LEFT(tmp, field) = (elm); \
 RB_PARENT(elm, field) = (tmp); \
 RB_AUGMENT(tmp); \
 if ((RB_PARENT(tmp, field))) \
 RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do { \
 (tmp) = RB_LEFT(elm, field); \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field)) \
 != NULL) { \
 RB_PARENT(RB_RIGHT(tmp, field), field) = (elm); \
 } \
 RB_AUGMENT(elm); \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
 if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
 RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
 else \
 RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else \
 (head)->rbh_root = (tmp); \
 RB_RIGHT(tmp, field) = (elm); \
 RB_PARENT(elm, field) = (tmp); \
 RB_AUGMENT(tmp); \
 if ((RB_PARENT(tmp, field))) \
 RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp) \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp) \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr) \
 attr void name##_RB_INSERT_COLOR(struct name *, struct \
 type *); \
 attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *); \
 attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
 attr struct type *name##_RB_INSERT(struct name *, struct type *); \
 attr struct type *name##_RB_FIND(struct name *, struct type *); \
 attr struct type *name##_RB_NFIND(struct name *, struct type *); \
 attr struct type *name##_RB_NEXT(struct type *); \
 attr struct type *name##_RB_PREV(struct type *); \
 attr struct type *name##_RB_MINMAX(struct name *, int); \

```

```

\

/* Main rb operation.
 * Moves node close to the key of elm to top
 */
#define RB_GENERATE(name, type, field, cmp) \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
 attr void \
 name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
 { \
 struct type \
 *parent, *gparent, *tmp; \
 while ((parent = RB_PARENT(elm, field)) != NULL && \
 RB_COLOR(parent, field) == RB_RED) { \
 gparent = RB_PARENT(parent, field); \
 if (parent == RB_LEFT(gparent, field)) { \
 tmp = RB_RIGHT(gparent, field); \
 if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
 RB_COLOR(tmp, field) = RB_BLACK; \
 RB_SET_BLACKRED(parent, gparent, field);\
 elm = gparent; \
 continue; \
 } \
 if (RB_RIGHT(parent, field) == elm) { \
 RB_ROTATE_LEFT(head, parent, tmp, field);\
 tmp = parent; \
 parent = elm; \
 elm = tmp; \
 } \
 RB_SET_BLACKRED(parent, gparent, field); \
 RB_ROTATE_RIGHT(head, gparent, tmp, field); \
 } else { \
 tmp = RB_LEFT(gparent, field); \
 if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
 RB_COLOR(tmp, field) = RB_BLACK; \
 RB_SET_BLACKRED(parent, gparent, field);\
 elm = gparent; \
 continue; \
 } \
 if (RB_LEFT(parent, field) == elm) \
 { \
 RB_ROTATE_RIGHT(head, parent, tmp, field);\
 tmp = parent; \
 parent = elm; \
 elm = tmp; \
 } \
 } \
 }

```



```

 } \
 RB_SET_BLACKRED(parent, gparent, field); \
 RB_ROTATE_LEFT(head, gparent, tmp, field); \
} \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
\
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
 struct type *tmp; \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
 elm != RB_ROOT(head)) { \
 if (RB_LEFT(parent, field) == elm) { \
 tmp = RB_RIGHT(parent, field); \
 if (RB_COLOR(tmp, field) == RB_RED) { \
 RB_SET_BLACKRED(tmp, parent, field); \
 RB_ROTATE_LEFT(head, parent, tmp, field); \
 tmp = RB_RIGHT(parent, field); \
 } \
 if ((RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) && \
 (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, \
field), field) == RB_BLACK)) {\
 RB_COLOR(tmp, field) = RB_RED; \
 elm = parent; \
 parent = RB_PARENT(elm, field); \
 } else { \
 if (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
 struct type *oleft; \
 if ((oleft = RB_LEFT(tmp, field)) \
 != NULL) \
 RB_COLOR(oleft, field) = RB_BLACK; \
 RB_COLOR(tmp, field) = RB_RED; \
 RB_ROTATE_RIGHT(head, tmp, oleft, field); \
 tmp = RB_RIGHT(parent, field); \
 } \
 RB_COLOR(tmp, field) = RB_COLOR(parent, field); \
 RB_COLOR(parent, field) = RB_BLACK; \
 if (RB_RIGHT(tmp, field)) \
 RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK; \
 RB_ROTATE_LEFT(head, parent, tmp, field); \
 elm = RB_ROOT(head); \
 break; \
 } \
 } \
 }

```

```

 } else { \
 tmp = RB_LEFT(parent, field); \
 if (RB_COLOR(tmp, field) == RB_RED) { \
 RB_SET_BLACKRED(tmp, parent, field); \
 RB_ROTATE_RIGHT(head, parent, tmp, field); \
 tmp \
 = RB_LEFT(parent, field); \
 } \
 if ((RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) && \
 (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
 RB_COLOR(tmp, field) = RB_RED; \
 elm = parent; \
 parent = RB_PARENT(elm, field); \
 } else { \
 if (RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
 struct type *oright; \
 if ((oright = RB_RIGHT(tmp, field)) \
 != NULL) \
 RB_COLOR(oright, field) = RB_BLACK; \
 RB_COLOR(tmp, field) = RB_RED; \
 RB_ROTATE_LEFT(head, tmp, oright, field); \
 tmp = RB_LEFT(parent, field); \
 } \
 RB_COLOR(tmp, field) = RB_COLOR(parent, field); \
 RB_COLOR(parent, field) = RB_BLACK; \
 if (RB_LEFT(tmp, field)) \
 RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK; \
 RB_ROTATE_RIGHT(head, parent, tmp, field); \
 elm = RB_ROOT(head); \
 break; \
 } \
} \
} \
} \
if \
(elm) \
 RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
 struct type *child, *parent, *old = elm; \
 int color; \
 if (RB_LEFT(elm, field) == NULL) \
 child = RB_RIGHT(elm, field); \

```

```

else if (RB_RIGHT(elm, field) == NULL) \
 child = RB_LEFT(elm, field); \
else { \
 struct type *left; \
 elm = RB_RIGHT(elm, field); \
 while ((left = RB_LEFT(elm, field)) != NULL) \
 elm = left; \
 child = RB_RIGHT(elm, field); \
 parent = RB_PARENT(elm, field); \
 color = RB_COLOR(elm, field); \
 if (child) \
 RB_PARENT(child, field) = parent; \
 if (parent) { \
 if (RB_LEFT(parent, field) == elm) \
 RB_LEFT(parent, field) = child; \
 else \
 RB_RIGHT(parent, field) = child; \
 RB_AUGMENT(parent); \
 } else \
 RB_ROOT(head)
= child; \
 if (RB_PARENT(elm, field) == old) \
 parent = elm; \
 (elm)->field = (old)->field; \
 if (RB_PARENT(old, field)) { \
 if (RB_LEFT(RB_PARENT(old, field), field) == old)\
 RB_LEFT(RB_PARENT(old, field), field) = elm;\
 else \
 RB_RIGHT(RB_PARENT(old, field), field) = elm;\
 RB_AUGMENT(RB_PARENT(old, field)); \
 } else \
 RB_ROOT(head) = elm; \
 RB_PARENT(RB_LEFT(old, field), field) = elm; \
 if (RB_RIGHT(old, field)) \
 RB_PARENT(RB_RIGHT(old, field), field) = elm; \
 if (parent) { \
 left = parent; \
 do { \
 RB_AUGMENT(left); \
 } while ((left = RB_PARENT(left, field)) != NULL); \
 } \
 goto color; \
} \
parent = RB_PARENT(elm, field); \
color = RB_COLOR(elm, field); \
if (child) \
 RB_PARENT(child, field) = parent; \
if (parent) { \

```

```

 if (RB_LEFT(parent, field) == elm) \
 RB_LEFT(parent, field) = child; \
 else \
 RB_RIGHT(parent,
field) = child; \
 RB_AUGMENT(parent); \
 } else \
 RB_ROOT(head) = child; \
 color: \
 if (color == RB_BLACK) \
 name##_RB_REMOVE_COLOR(head, parent, child); \
 return (old); \
} \
\
/* Inserts a node into the RB tree */ \
attr struct type * \
name##_RB_INSERT(struct name *head, struct type *elm) \
{ \
 struct type *tmp; \
 struct type *parent = NULL; \
 int comp = 0; \
 tmp = RB_ROOT(head); \
 while (tmp) { \
 parent = tmp; \
 comp = (cmp)(elm, parent); \
 if (comp < 0) \
 tmp = RB_LEFT(tmp, field); \
 else if (comp > 0) \
 tmp = RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
 RB_SET(elm, parent, field); \
 if (parent != NULL) { \
 if (comp < 0) \
 RB_LEFT(parent, field) = elm; \
 else \
 RB_RIGHT(parent, field) = elm; \
 RB_AUGMENT(parent); \
 } else \
 RB_ROOT(head) = elm; \
 name##_RB_INSERT_COLOR(head,
elm); \
 return (NULL); \
} \
\
/* Finds the node with the same key as elm */ \
attr struct type * \

```

```

name##_RB_FIND(struct name *head, struct type *elm) \
{ \
 struct type *tmp = RB_ROOT(head); \
 int comp; \
 while (tmp) { \
 comp = cmp(elm, tmp); \
 if (comp < 0) \
 tmp = RB_LEFT(tmp, field); \
 else if (comp > 0) \
 tmp = RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
 return (NULL); \
} \
\
/* Finds the first node greater than or equal to the search key */\
attr struct type * \
name##_RB_NFIND(struct name *head, struct type *elm) \
{ \
 struct type *tmp = RB_ROOT(head); \
 struct type *res = NULL; \
 int comp; \
 while (tmp) { \
 comp = cmp(elm, tmp); \
 if (comp < 0) { \
 res = tmp; \
 tmp = RB_LEFT(tmp, field); \
 } \
 else if (comp > 0) \
 tmp = \
RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
 return (res); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_NEXT(struct type *elm) \
{ \
 if (RB_RIGHT(elm, field)) { \
 elm = RB_RIGHT(elm, field); \
 while (RB_LEFT(elm, field)) \
 elm = RB_LEFT(elm, field); \
 } else { \
 if (RB_PARENT(elm, field) && \

```

```

 (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
else { \
 while (RB_PARENT(elm, field) && \
 (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 elm = RB_PARENT(elm, field); \
} \
} \
return (elm); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_PREV(struct type *elm) \
{ \
 if (RB_LEFT(elm, field)) { \
 elm = RB_LEFT(elm, field); \
 while (RB_RIGHT(elm, field)) \
 elm = RB_RIGHT(elm, field); \
 } \
 else { \
 if (RB_PARENT(elm, field) && \
 (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 else { \
 while (RB_PARENT(elm, field) && \
 (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 elm = RB_PARENT(elm, field); \
 } \
 } \
 return (elm); \
} \
\
attr struct type * \
name##_RB_MINMAX(struct name *head, int val) \
{ \
 struct type *tmp = RB_ROOT(head); \
 struct type *parent = NULL; \
 while (tmp) { \
 parent = tmp; \
 if (val < 0) \
 tmp = RB_LEFT(tmp, field); \
 else \
 tmp = RB_RIGHT(tmp, field); \
 } \
 return (parent); \
}

```

```

}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \
for ((x) = RB_MIN(name, head); \
(x) != NULL; \
(x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y) \
for ((x) = RB_MIN(name, head); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \
for ((x) = RB_MAX(name, head); \
(x) != NULL; \
(x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
head, y) \
for ((x) = RB_MAX(name, head); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#endif /* _SYS_TREE_H_ */

```

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# Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21



```

pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check" # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2"
"

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
 --build=$CBUILD \
 --host=$CHOST \
 --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020 libart_lgpl-2.3.21.tar.bz2"
mini_sendmail - accept email on behalf of real sendmail

```

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## 1.177 go-xerial-snappy 0.0.0-20230731223053-c322873962e3

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- \*/

Found in path(s):

- \* /cas-client-support-saml-3-4-1-sources-jar/org/jasig/cas/client/util/SamlUtils.java
- \* /cas-client-support-saml-3-4-1-sources-jar/org/jasig/cas/client/validation/Saml11TicketValidator.java
- \*
- /cas-client-support-saml-3-4-1-sources-jar/org/jasig/cas/client/validation/Saml11TicketValidationFilter.java
- \* /cas-client-support-saml-3-4-1-sources-jar/org/jasig/cas/client/authentication/Saml11AuthenticationFilter.java

## 1.179 autocommand 2.2.2

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Version 3, 29 June 2007

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Also add information on how to contact you by electronic and paper mail.

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```
Gnomovision version 69, Copyright (C) year name of author
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
This is free software, and you are welcome to redistribute
it
under certain conditions; type `show c' for details.
```

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```
Yoyodyne, Inc., hereby disclaims all copyright interest in the program
`Gnomovision' (which makes passes at compilers) written by James Hacker.
```

```
<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
```

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## 1.181 jaraco.text 3.12.1

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## 1.182 python-certifi 2024.08.30

### 1.182.1 Available under license :

This package contains a modified version of ca-bundle.crt:

ca-bundle.crt -- Bundle of CA Root Certificates

This is a bundle of X.509 certificates of public Certificate Authorities (CA). These were automatically extracted from Mozilla's root certificates file (certdata.txt). This file can be found in the mozilla source tree: <https://hg.mozilla.org/mozilla-central/file/tip/security/nss/lib/ckfw/builtins/certdata.txt>  
It contains the certificates in PEM format and therefore can be directly used with curl / libcurl / php\_curl, or with an Apache+mod\_ssl webserver for SSL client authentication.  
Just configure this file as the SSLCACertificateFile.#

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@(#) \$RCSfile: certdata.txt,v \$ \$Revision: 1.80 \$ \$Date: 2011/11/03 15:11:58 \$

## 1.183 utmps-lib 0.1.3.1-r0

### 1.183.1 Available under license :

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# 1.184 alpine-base 3.22.1-r0

## 1.184.1 Available under license :

```
Automatically generated by apkbuild-cpan, template 4
Contributor: Valery Kartel <valery.kartel@gmail.com>
Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=10
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
buildidir="$srcdir/${_pkgreal}-${pkgver}"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
 INSTALLDIRS=vendor \
 NO_PACKLIST=1 \
 NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85"
```

```

BSD-Resource-1.2911.tar.gz
"
Contributor: Maxim Karasev <begs@disroot.org>
Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
0001-bsd-games-scores-dir.patch
"
options="!check" # no tests

build() {
some GNU autoconf options are ignored, but it works
./configure \
--build=$CBUILD \
--host=$CHOST \
--prefix=/usr \
--sysconfdir=/etc \
--mandir=/usr/share/man \
--scoredir=/usr/share/$pkgname
make
}

package() {
make DESTDIR="$pkgdir" install
install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"
MIT License

```

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mini\_sendmail - accept email on behalf of real sendmail

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# Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21

pkgrel=8

pkgdesc="A library for high-performance 2D graphics"

```

url="https://www.levien.com/libart/"
arch="all"
options="!check" # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2"
"

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
 --build=$CBUILD \
 --host=$CHOST \
 --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020 libart_lgpl-2.3.21.tar.bz2"
Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.26.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

```

```

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
 local license=${i##*/}
 echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
67e618d4642dfe4f366935d9514d6f7941d3711e77c49bc1b340ac572d36015981b8f10c72a9f80f1d83e132ae7e5093c
0155e0c0e786e4777ee16d1cb7b885a license-list-data-3.26.0.tar.gz
"

Contributor: Patrycja Rosa <alpine@ptrcnull.me>
Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
cdefs.h
queue.h
tree.h
"

builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
 cdefs.h queue.h tree.h
}

```

```
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"
```

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The Kohonen neural network code for color optimization was written by Anthony Dekker.

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:

"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95

<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>

# Contributor: Dhruvin Gandhi <contact@dhruvin>

# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>

pkgname=py3-license-expression

\_pkgname=license\_expression

pkgver=30.4.1

pkgrel=0

pkgdesc="Library to parse, compare, simplify and normalize license expressions"

url="https://github.com/nexB/license-expression"

arch="noarch"

license="Apache-2.0"

```

depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir/${_pkgname}-${pkgver}"

build() {
 gpep517 build-wheel \
 --wheel-dir .dist \
 --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
 .dist/*.whl
}

sha512sums="
114c630f098939757e49187e35b4e54883266a2ee9ca283724992420ef4c860f9606a8342da0ab74d93627c10805f312
fda3f699cbc7c4fbd47a71e220440fb0
 license_expression-30.4.1.tar.gz
"

/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

/*
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\*

\* @(#)queue.h 8.5 (Berkeley) 8/20/94

\*/

```
#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_
```

/\*

\* This file defines five types of data structures: singly-linked lists,  
 \* lists, simple queues, tail queues, and circular queues.  
 \*  
 \* A singly-linked list is headed by a single forward pointer. The  
 \* elements are singly linked for minimum space and  
 \* pointer manipulation  
 \* overhead at the expense of O(n) removal for arbitrary elements. New  
 \* elements can be added to the list after an existing element or at the  
 \* head of the list. Elements being removed from the head of the list  
 \* should use the explicit macro for this purpose for optimum  
 \* efficiency. A singly-linked list may only be traversed in the forward  
 \* direction. Singly-linked lists are ideal for applications with large  
 \* datasets and few or no removals or for implementing a LIFO queue.

\*

\* A list is headed by a single forward pointer (or an array of forward  
 \* pointers for a hash table header). The elements are doubly linked  
 \* so that an arbitrary element can be removed without a need to  
 \* traverse the list. New elements can be added to the list before  
 \* or after an existing element or at the head of the list. A list  
 \* may only be traversed in the forward direction.

\*

\* A simple queue is headed by a pair of pointers, one the head of the  
 \* list and the  
 \* other to the tail of the list. The elements are singly  
 \* linked to save space, so elements can only be removed from the  
 \* head of the list. New elements can be added to the list after  
 \* an existing element, at the head of the list, or at the end of the  
 \* list. A simple queue may only be traversed in the forward direction.

\*



```

* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
* can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

```

```

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere. This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

```

```

#if defined(QUEUEDEBUG)
if defined(_KERNEL)
define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
else
include <err.h>
define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
endif
#endif

```

```

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type) \
struct name { \
 struct type *slh_first; /* first \
 element */ \
}

```

```

#define SLIST_HEAD_INITIALIZER(head) \
{ NULL }

#define SLIST_ENTRY(type) \
struct { \
 struct type *sle_next; /* next element */ \
}

/*
 * Singly-linked List access methods.
 */
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field) \
for((var) = (head)->slh_first; \
 (var) != SLIST_END(head); \
 (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = SLIST_FIRST((head)); \
 (var) != SLIST_END(head) && \
 ((tvar) = SLIST_NEXT((var), field), 1); \
 (var) = (tvar))

/*
 * Singly-linked List functions.
 */
#define SLIST_INIT(head) do { \
 (head)->slh_first = SLIST_END(head); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do { \
 (elm)->field.sle_next = (slistelm)->field.sle_next; \
 (slistelm)->field.sle_next \
 = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do { \
 (elm)->field.sle_next = (head)->slh_first; \
 (head)->slh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do { \
 (slistelm)->field.sle_next = \
 SLIST_NEXT(SLIST_NEXT((slistelm), field), field); \
} while (/*CONSTCOND*/0)

```

```

} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do { \
 (head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do { \
 if ((head)->slh_first == (elm)) { \
 SLIST_REMOVE_HEAD((head), field); \
 } \
 else { \
 struct type *curelm = (head)->slh_first; \
 while(curelm->field.sle_next != (elm)) \
 curelm = curelm->field.sle_next; \
 curelm->field.sle_next = \
 curelm->field.sle_next->field.sle_next; \
 } \
} while (/*CONSTCOND*/0)

/*
 * List definitions.
 */
#define LIST_HEAD(name, type) \
struct name { \
 struct type *lh_first; /* first element */ \
}

#define LIST_HEAD_INITIALIZER(head) \
{ NULL }

#define LIST_ENTRY(type) \
struct { \
 struct type *le_next; /* next element */ \
 struct type **le_prev; /* address of previous next element */ \
}

/*
 * List access methods.
 */
#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL
#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field) \
for ((var) = ((head)->lh_first); \
 (var) != LIST_END(head); \

```

```

(var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = LIST_FIRST((head)); \
 (var) != LIST_END(head) && \
 ((tvar) = LIST_NEXT((var), field), 1); \
 (var) = (tvar))

#define LIST_MOVE(head1, head2) do { \
 LIST_INIT((head2)); \
 if (!LIST_EMPTY((head1))) \
 { \
 (head2)->lh_first = (head1)->lh_first; \
 LIST_INIT((head1)); \
 } \
} while (/*CONSTCOND*/0)

/*
 * List functions.
 */
#ifdef QUEUEDEBDEBUG
#define QUEUEDEBDEBUG_LIST_INSERT_HEAD(head, elm, field) \
if ((head)->lh_first && \
 (head)->lh_first->field.le_prev != &(head)->lh_first) \
 QUEUEDEBDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBDEBUG_LIST_OP(elm, field) \
if ((elm)->field.le_next && \
 (elm)->field.le_next->field.le_prev != \
 &(elm)->field.le_next) \
 QUEUEDEBDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
 __FILE__, __LINE__); \
if (*(elm)->field.le_prev != (elm)) \
 QUEUEDEBDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
 __FILE__, __LINE__);
#define QUEUEDEBDEBUG_LIST_POSTREMOVE(elm, field) \
(elm)->field.le_next = (void *)1L; \
(elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBDEBUG_LIST_OP(elm, field)
#define QUEUEDEBDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do { \
 (head)->lh_first = LIST_END(head); \
} while (/*CONSTCOND*/0)

```

```

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
 QUEUEDEBUG_LIST_OP((listelm), field) \
 if (((elm)->field.le_next = (listelm)->field.le_next) != \
 LIST_END(head)) \
 (listelm)->field.le_next->field.le_prev = \
 &(elm)->field.le_next; \
 (listelm)->field.le_next = (elm); \
 (elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
 QUEUEDEBUG_LIST_OP((listelm), field) \
 (elm)->field.le_prev = (listelm)->field.le_prev; \
 (elm)->field.le_next = (listelm); \
 *(listelm)->field.le_prev = (elm); \
 (listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do { \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field) \
 if (((elm)->field.le_next \
 = (head)->lh_first) != LIST_END(head)) \
 (head)->lh_first->field.le_prev = &(elm)->field.le_next; \
 (head)->lh_first = (elm); \
 (elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do { \
 QUEUEDEBUG_LIST_OP((elm), field) \
 if ((elm)->field.le_next != NULL) \
 (elm)->field.le_next->field.le_prev = \
 (elm)->field.le_prev; \
 *(elm)->field.le_prev = (elm)->field.le_next; \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do { \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
 (elm2)->field.le_next->field.le_prev = \
 &(elm2)->field.le_next; \
 (elm2)->field.le_prev = (elm)->field.le_prev; \
 *(elm2)->field.le_prev = (elm2); \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.

```

```

*/
#define SIMPLEQ_HEAD(name, type) \
struct name { \
 struct \
 type *sqh_first; /* first element */ \
 struct type **sqh_last; /* addr of last next element */ \
}

#define SIMPLEQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type) \
struct { \
 struct type *sqe_next; /* next element */ \
}

/*
 * Simple queue access methods.
 */
#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL
#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->sqh_first); \
 (var) != SIMPLEQ_END(head); \
 (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->sqh_first); \
 (var) != SIMPLEQ_END(head) && \
 ((next = ((var)->field.sqe_next)), 1); \
 (var) = (next))

/*
 * Simple queue functions.
 */
#define SIMPLEQ_INIT(head) do { \
 (head)->sqh_first = NULL; \
 (head)->sqh_last \
 = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do { \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
 (head)->sqh_last = &(elm)->field.sqe_next; \
 (head)->sqh_first = (elm); \
}

```

```

} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
 (elm)->field.sqe_next = NULL; \
 *(head)->sqh_last = (elm); \
 (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \
 (head)->sqh_last = &(elm)->field.sqe_next; \
 (listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do { \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
 (head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
 if \
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
 == NULL) \
 (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do { \
 if ((head)->sqh_first == (elm)) { \
 SIMPLEQ_REMOVE_HEAD((head), field); \
 } else { \
 struct type *curelm = (head)->sqh_first; \
 while (curelm->field.sqe_next != (elm)) \
 curelm = curelm->field.sqe_next; \
 if ((curelm->field.sqe_next = \
 curelm->field.sqe_next->field.sqe_next) == NULL) \
 (head)->sqh_last = &(curelm)->field.sqe_next; \
 } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do { \
 if (!SIMPLEQ_EMPTY((head2))) { \
 *(head1)->sqh_last = (head2)->sqh_first; \
 (head1)->sqh_last = (head2)->sqh_last; \
 SIMPLEQ_INIT((head2)); \
 } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field) \

```

```

(SIMPLEQ_EMPTY((head)) ? \
NULL : \
 ((struct type
*)(void *) \
((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
 * Tail queue definitions.
 */
#define _TAILQ_HEAD(name, type, qual) \
struct name { \
 qual type *tqh_first; /* first element */ \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head) \
{ TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual) \
struct { \
 qual type *tqe_next; /* next element */ \
 qual type *qual *tqe_prev; /* address of previous next element */ \
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
 * Tail queue access methods.
 */
#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (((struct headname *) (void *)((head)->tqh_last))->tqh_last)
#define TAILQ_PREV(elm, headname, field) \
 (((struct headname *) (void *)((elm)->field.tqe_prev))->tqh_last)
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

#define TAILQ_FOREACH(var, head, field) \
for ((var) = ((head)->tqh_first); \
 (var) != TAILQ_END(head); \
 (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->tqh_first); \
 (var) != TAILQ_END(head) && \

```



```

((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
for ((var) = TAILQ_LAST((head), headname); \
 (var) != TAILQ_END(head); \
 (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
for ((var) = TAILQ_LAST((head), headname); \
 (var) != TAILQ_END(head) && \
 ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
 * Tail queue functions.
 */
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, \
 elm, field) \
 if ((head)->tqh_first && \
 (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
 QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field) \
 if (*(head)->tqh_last != NULL) \
 QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field) \
 if ((elm)->field.tqe_next && \
 (elm)->field.tqe_next->field.tqe_prev != \
 &(elm)->field.tqe_next) \
 QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
 __FILE__, __LINE__); \
 if (*(elm)->field.tqe_prev != (elm)) \
 QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field) \
 if ((elm)->field.tqe_next == NULL && \
 (head)->tqh_last != &(elm)->field.tqe_next) \
 QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \
 (head), (elm), __FILE__, \
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field) \
 (elm)->field.tqe_next = (void *)1L; \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)

```

```

#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
 (head)->tqh_first = TAILQ_END(head); \
 (head)->tqh_last = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do { \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head)) \
 (head)->tqh_first->field.tqe_prev = \
 &(elm)->field.tqe_next; \
 else \
 (head)->tqh_last = &(elm)->field.tqe_next; \
 (head)->tqh_first = (elm); \
 (elm)->field.tqe_prev = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head, \
 elm, field) do { \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
 (elm)->field.tqe_next = TAILQ_END(head); \
 (elm)->field.tqe_prev = (head)->tqh_last; \
 *(head)->tqh_last = (elm); \
 (head)->tqh_last = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
 QUEUEDEBUG_TAILQ_OP((listelm), field) \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
 TAILQ_END(head)) \
 (elm)->field.tqe_next->field.tqe_prev = \
 &(elm)->field.tqe_next; \
 else \
 (head)->tqh_last = &(elm)->field.tqe_next; \
 (listelm)->field.tqe_next = (elm); \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
 QUEUEDEBUG_TAILQ_OP((listelm), field) \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev; \
 (elm)->field.tqe_next = (listelm); \
 *(listelm)->field.tqe_prev = (elm); \
 (listelm)->field.tqe_prev

```

```

= &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do { \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field) \
 QUEUEDEBUG_TAILQ_OP((elm), field) \
 if (((elm)->field.tqe_next) != TAILQ_END(head)) \
 (elm)->field.tqe_next->field.tqe_prev = \
 (elm)->field.tqe_prev; \
 else \
 (head)->tqh_last = (elm)->field.tqe_prev; \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next; \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do { \
 if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
 TAILQ_END(head)) \
 (elm2)->field.tqe_next->field.tqe_prev = \
 &(elm2)->field.tqe_next; \
 else \
 (head)->tqh_last = &(elm2)->field.tqe_next; \
 (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
 *(elm2)->field.tqe_prev = (elm2); \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), \
 field); \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do { \
 if (!TAILQ_EMPTY(head2)) { \
 *(head1)->tqh_last = (head2)->tqh_first; \
 (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
 (head1)->tqh_last = (head2)->tqh_last; \
 TAILQ_INIT((head2)); \
 } \
} while (/*CONSTCOND*/0)

/*
 * Singly-linked Tail queue declarations.
 */
#define STAILQ_HEAD(name, type) \
struct name { \
 struct type *stqh_first; /* first element */ \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).stqh_first }

```

```

#define STAILQ_ENTRY(type) \
struct { \
 struct type *stqe_next; /* next element */ \
}

/*
 * Singly-linked Tail queue access methods.
 */
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head) \
 == STAILQ_END(head))

/*
 * Singly-linked Tail queue functions.
 */
#define STAILQ_INIT(head) do { \
 (head)->stqh_first = NULL; \
 (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do { \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
 (head)->stqh_last = &(elm)->field.stqe_next; \
 (head)->stqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do { \
 (elm)->field.stqe_next = NULL; \
 *(head)->stqh_last = (elm); \
 (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL) \
 (head)->stqh_last = &(elm)->field.stqe_next; \
 (listelm)->field.stqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do { \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
 == NULL) \
 (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do { \

```

```

if ((head)->stqh_first == (elm)) { \
 STAILQ_REMOVE_HEAD((head), field); \
} else { \
 struct type *curelm = (head)->stqh_first; \
 while (curelm->field.stqe_next != (elm)) \
 curelm = curelm->field.stqe_next; \
 if ((curelm->field.stqe_next = \
 curelm->field.stqe_next->field.stqe_next) == NULL) \
 (head)->stqh_last = &(curelm->field.stqe_next); \
} \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field) \
 for ((var) = ((head)->stqh_first); \
 (var); \
 (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \
 for ((var) = STAILQ_FIRST((head)); \
 (var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
 (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do { \
 if (!STAILQ_EMPTY((head2))) { \
 *(head1)->stqh_last \
 = (head2)->stqh_first; \
 (head1)->stqh_last = (head2)->stqh_last; \
 STAILQ_INIT((head2)); \
 } \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field) \
 (STAILQ_EMPTY((head)) ? \
 NULL : \
 ((struct type *) (void *) \
 ((char *) ((head)->stqh_last) - offsetof(struct type, field))))

#ifdef _KERNEL
/*
 * Circular queue definitions. Do not use. We still keep the macros
 * for compatibility but because of pointer aliasing issues their use
 * is discouraged!
 */

/*
 * __launder_type(): We use this ugly hack to work around the the compiler
 * noticing that two types may not alias each other and elide tests in code.

```

\* We hit this in the CIRCLEQ macros when comparing 'struct name \*' and  
 \* 'struct type \*' (see CIRCLEQ\_HEAD()). Modern compilers (such as GCC  
 \* 4.8) declare these comparisons as always false, causing the code to  
 \* not run as designed.  
 \*  
 \* This hack is only to be used for comparisons and thus can be fully const.  
 \* Do not use for assignment.  
 \*  
 \* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix  
 \* this by changing the head/tail sentinel values, but see the note above  
 \* this one.  
 \*/

```
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field) \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
 (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
 QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
 __FILE__, __LINE__); \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
 (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
 QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field) \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
 if ((head)->cqh_last != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
 (elm), __FILE__, __LINE__); \
 } else { \
 if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
 (elm), __FILE__, __LINE__); \
 } \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
 if ((head)->cqh_first != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
 (elm), __FILE__, __LINE__); \
 } else { \
 if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
 (elm), __FILE__, __LINE__); \
 }
```

```

 (elm), __FILE__, __LINE__); \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field) \
 (elm)->field.cqe_next = (void *)1L; \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type) \
struct name { \
 struct type *cqh_first; /* \
 first element */ \
 struct type *cqh_last; /* last element */ \
}

#define CIRCLEQ_HEAD_INITIALIZER(head) \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \
struct { \
 struct type *cqe_next; /* next element */ \
 struct type *cqe_prev; /* previous element */ \
}

/*
 * Circular queue functions.
 */
#define CIRCLEQ_INIT(head) do { \
 (head)->cqh_first = CIRCLEQ_END(head); \
 (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
 (elm)->field.cqe_next = (listelm)->field.cqe_next; \
 (elm)->field.cqe_prev = (listelm); \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm); \
 else \
 (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,

```

```

listelm, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
 (elm)->field.cqe_next = (listelm); \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm); \
 else \
 (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 (elm)->field.cqe_next = (head)->cqh_first; \
 (elm)->field.cqe_prev = CIRCLEQ_END(head); \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm); \
 else \
 (head)->cqh_first->field.cqe_prev = (elm); \
 (head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 (elm)->field.cqe_next \
 = CIRCLEQ_END(head); \
 (elm)->field.cqe_prev = (head)->cqh_last; \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm); \
 else \
 (head)->cqh_last->field.cqe_next = (elm); \
 (head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_REMOVE(head, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field) \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm)->field.cqe_prev; \
 else \
 (elm)->field.cqe_next->field.cqe_prev = \
 (elm)->field.cqe_prev; \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm)->field.cqe_next; \
 else \
 (elm)->field.cqe_prev->field.cqe_next = \
 (elm)->field.cqe_next; \
} while (/*CONSTCOND*/0)

```



```

QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->cqh_first); \
 (var) != CIRCLEQ_ENDC(head); \
 (var) \
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
for ((var) = ((head)->cqh_last); \
 (var) != CIRCLEQ_ENDC(head); \
 (var) = ((var)->field.cqe_prev))

/*
 * Circular queue access methods.
 */

#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__launter_type(head))
/* For assignments */
#define CIRCLEQ_END(head) ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
 (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 ? ((head)->cqh_first) \
 : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 ? ((head)->cqh_last) \
 : \
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */

Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite

```

```

url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright" # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
 --wheel-dir .dist \
 --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
 .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
 flake8-copyright-0.2.4.tar.gz
"

Maintainer: fossdd <fossdd@pwned.life>
pkgname=cargo-license
pkgver=0.6.1
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

```

```

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
36215145e79965be090ae2f5ce6f5eb208465eb67a94c26bed1fe70a131c46c6dc35695e30852759b7366883fbc3caf00
272d796ac634f0a5e1d49232b6b29d5 cargo-license-0.6.1.tar.gz
"

/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
* Copyright 2002 Niels Provos <provos@citi.umich.edu>
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*
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* NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,
* DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
* THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
* (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

#ifdef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y) \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \

```

```

(__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
 * This file defines data structures for different types of trees:
 * splay trees and red-black trees.
 *
 * A splay tree is a self-organizing
 * data structure. Every operation
 * on the tree causes a splay to happen. The splay moves the requested
 * node to the root of the tree and partly rebalances it.
 *
 * This has the benefit that request locality causes faster lookups as
 * the requested nodes move to the top of the tree. On the other hand,
 * every lookup causes memory writes.
 *
 * The Balance Theorem bounds the total access time for m operations
 * and n inserts on an initially empty tree as $O((m + n)\lg n)$. The
 * amortized cost for a sequence of m accesses to a splay tree is $O(\lg n)$;
 *
 * A red-black tree is a binary search tree with the node color as an
 * extra attribute. It fulfills a set of conditions:
 * - every search path from the root to a leaf consists of the
 * same number of black nodes,
 * - each red node (except for the root) has a black parent,
 * - each leaf node is black.
 *
 * Every operation on a red-black tree is bounded as $O(\lg n)$.
 * The maximum height of a red-black tree is $2\lg(n+1)$.
 */

#define SPLAY_HEAD(name, type) \
struct name { \
 struct type *sph_root; /* root of the tree */ \
}

#define SPLAY_INITIALIZER(root) \
{ NULL }

#define SPLAY_INIT(root) do { \

```

```

(root)->sph_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type) \
struct { \
 struct type *spe_left; /* left element */ \
 struct type *spe_right; /* right element */ \
}

#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
 (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
 SPLAY_RIGHT((head)->sph_root, \
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root; \
 (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do { \
 SPLAY_LEFT(tmp, field) = (head)->sph_root; \
 tmp = (head)->sph_root; \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
 tmp = (head)->sph_root; \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

```

```

#define
 SPLAY_PROTOTYPE(name, type, field, cmp) \
void name##_SPLAY(struct name *, struct type *); \
void name##_SPLAY_MINMAX(struct name *, int); \
struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
 \
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
 if (SPLAY_EMPTY(head)) \
 return(NULL); \
 name##_SPLAY(head, elm); \
 if ((cmp)(elm, (head->sph_root) == 0) \
 return (head->sph_root); \
 return (NULL); \
} \
 \
static __inline _sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
 name##_SPLAY(head, elm); \
 if (SPLAY_RIGHT(elm, field) != NULL) { \
 elm = SPLAY_RIGHT(elm, field); \
 while (SPLAY_LEFT(elm, field) != NULL) { \
 elm = SPLAY_LEFT(elm, field); \
 } \
 } \
 else \
 elm = NULL; \
 return (elm); \
} \
 \
static _sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
 name##_SPLAY_MINMAX(head, val); \
 return (SPLAY_ROOT(head)); \
}

/* Main splay operation.
 * Moves node close to the key of elm to top
 */
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \

```

```

{
 \
 if (SPLAY_EMPTY(head)) {
 \
 SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
 } else {
 \
 int __comp;
 \
 name##_SPLAY(head, elm);
 \
 __comp = (cmp)(elm, (head)->sph_root);
 \
 if(__comp < 0) {
 \
 SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
 SPLAY_RIGHT(elm, field) = (head)->sph_root; \
 SPLAY_LEFT((head)->sph_root, field) = NULL; \
 } else if (__comp > 0) {
 \
 SPLAY_RIGHT(elm,
field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT(elm, field) = (head)->sph_root; \
 SPLAY_RIGHT((head)->sph_root, field) = NULL; \
 } else
 \
 return ((head)->sph_root);
 \
 }
 \
 (head)->sph_root = (elm);
 \
 return (NULL);
 \
}
 \

struct type *
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{
 \
 struct type *__tmp;
 \
 if (SPLAY_EMPTY(head))
 \
 return (NULL);
 \
 name##_SPLAY(head, elm);
 \
 if ((cmp)(elm, (head)->sph_root) == 0) {
 \
 if (SPLAY_LEFT((head)->sph_root, field) == NULL) {
 \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
 } else {
 \
 __tmp = SPLAY_RIGHT((head)->sph_root, field);\
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
 name##_SPLAY(head, elm);
 \
 SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
 }
 \
 return (elm);
 \
 }
 \
 return (NULL);
 \
}
 \

void
name##_SPLAY(struct
name *head, struct type *elm) \
{
 \

```

```

struct type __node, *__left, *__right, *__tmp; \
int __comp; \
\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
__left = __right = &__node; \
\
while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
 if (__comp < 0) { \
 __tmp = SPLAY_LEFT((head)->sph_root, field);\
 if (__tmp == NULL) \
 break; \
 if ((cmp)(elm, __tmp) < 0){ \
 SPLAY_ROTATE_RIGHT(head, __tmp, field);\
 if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
 break; \
 } \
 SPLAY_LINKLEFT(head, __right, field); \
 } else if (__comp > 0) { \
 __tmp = SPLAY_RIGHT((head)->sph_root, field);\
 if (__tmp == NULL) \
 break; \
 if ((cmp)(elm, __tmp) > 0){ \
 SPLAY_ROTATE_LEFT(head, __tmp, field);\
 if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
 break; \
 } \
 SPLAY_LINKRIGHT(head, __left, field); \
 } \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field); \
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
 struct type __node, *__left, *__right, *__tmp; \
 \
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node; \
 \
 while (1) { \
 if (__comp < 0) { \
 __tmp = SPLAY_LEFT((head)->sph_root, field);\
 if (__tmp == NULL) \
 break; \

```



```

if (__comp < 0){ \
 SPLAY_ROTATE_RIGHT(head, __tmp, field); \
 if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
 break; \
} \
SPLAY_LINKLEFT(head, __right, field); \
} else if (__comp > 0) { \
 __tmp = SPLAY_RIGHT((head)->sph_root, field); \
 if (__tmp == NULL) \
 break; \
 if (__comp > 0) { \
 SPLAY_ROTATE_LEFT(head, __tmp, field); \
 if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
 break; \
 } \
 SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
 : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
 : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
 for ((x) = SPLAY_MIN(name, head); \
 (x) != NULL; \
 (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
 struct name { \
 struct type *rbh_root; /* root of the tree */ \
 }

#define RB_INITIALIZER(root) \
 {

```

```

NULL }

#define RB_INIT(root) do { \
 (root)->rbh_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type) \
struct { \
 struct type *rbe_left; /* left element */ \
 struct type *rbe_right; /* right element */ \
 struct type *rbe_parent; /* parent element */ \
 int rbe_color; /* node color */ \
}

#define RB_LEFT(elm, field) (elm)->field.rbe_left
#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do { \
 RB_PARENT(elm, field) = parent; \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
 RB_COLOR(elm, field) = RB_RED; \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do { \
 RB_COLOR(black, field) = RB_BLACK; \
 RB_COLOR(red, field) \
 = RB_RED; \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do { \
 (tmp) = RB_RIGHT(elm, field); \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
 RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
 } \
 RB_AUGMENT(elm); \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
 if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
 RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
 } \
} while (/*CONSTCOND*/ 0)

```

```

else \
 RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
} else \
 (head)->rbh_root = (tmp); \
 RB_LEFT(tmp, field) = (elm); \
 RB_PARENT(elm, field) = (tmp); \
 RB_AUGMENT(tmp); \
 if ((RB_PARENT(tmp, field))) \
 RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do { \
 (tmp) = RB_LEFT(elm, field); \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field)) \
 != NULL) { \
 RB_PARENT(RB_RIGHT(tmp, field), field) = (elm); \
 } \
 RB_AUGMENT(elm); \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
 if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
 RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
 else \
 RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else \
 (head)->rbh_root = (tmp); \
 RB_RIGHT(tmp, field) = (elm); \
 RB_PARENT(elm, field) = (tmp); \
 RB_AUGMENT(tmp); \
 if ((RB_PARENT(tmp, field))) \
 RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp) \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp) \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr) \
 attr void name##_RB_INSERT_COLOR(struct name *, struct \
 type *); \
 attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *); \
 attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
 attr struct type *name##_RB_INSERT(struct name *, struct type *); \
 attr struct type *name##_RB_FIND(struct name *, struct type *); \
 attr struct type *name##_RB_NFIND(struct name *, struct type *); \
 attr struct type *name##_RB_NEXT(struct type *); \
 attr struct type *name##_RB_PREV(struct type *); \
 attr struct type *name##_RB_MINMAX(struct name *, int); \

```

```

\

/* Main rb operation.
 * Moves node close to the key of elm to top
 */
#define RB_GENERATE(name, type, field, cmp) \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
 attr void \
 name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
 { \
 struct type \
 *parent, *gparent, *tmp; \
 while ((parent = RB_PARENT(elm, field)) != NULL && \
 RB_COLOR(parent, field) == RB_RED) { \
 gparent = RB_PARENT(parent, field); \
 if (parent == RB_LEFT(gparent, field)) { \
 tmp = RB_RIGHT(gparent, field); \
 if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
 RB_COLOR(tmp, field) = RB_BLACK; \
 RB_SET_BLACKRED(parent, gparent, field);\
 elm = gparent; \
 continue; \
 } \
 if (RB_RIGHT(parent, field) == elm) { \
 RB_ROTATE_LEFT(head, parent, tmp, field);\
 tmp = parent; \
 parent = elm; \
 elm = tmp; \
 } \
 RB_SET_BLACKRED(parent, gparent, field); \
 RB_ROTATE_RIGHT(head, gparent, tmp, field); \
 } else { \
 tmp = RB_LEFT(gparent, field); \
 if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
 RB_COLOR(tmp, field) = RB_BLACK; \
 RB_SET_BLACKRED(parent, gparent, field);\
 elm = gparent; \
 continue; \
 } \
 if (RB_LEFT(parent, field) == elm) \
 { \
 RB_ROTATE_RIGHT(head, parent, tmp, field);\
 tmp = parent; \
 parent = elm; \
 elm = tmp; \
 } \
 } \
 }

```

```

 } \
 RB_SET_BLACKRED(parent, gparent, field); \
 RB_ROTATE_LEFT(head, gparent, tmp, field); \
} \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
\
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
 struct type *tmp; \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
 elm != RB_ROOT(head)) { \
 if (RB_LEFT(parent, field) == elm) { \
 tmp = RB_RIGHT(parent, field); \
 if (RB_COLOR(tmp, field) == RB_RED) { \
 RB_SET_BLACKRED(tmp, parent, field); \
 RB_ROTATE_LEFT(head, parent, tmp, field); \
 tmp = RB_RIGHT(parent, field); \
 } \
 if ((RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) && \
 (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
 RB_COLOR(tmp, field) = RB_RED; \
 elm = parent; \
 parent = RB_PARENT(elm, field); \
 } else { \
 if (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
 struct type *oleft; \
 if ((oleft = RB_LEFT(tmp, field)) \
 != NULL) \
 RB_COLOR(oleft, field) = RB_BLACK; \
 RB_COLOR(tmp, field) = RB_RED; \
 RB_ROTATE_RIGHT(head, tmp, oleft, field); \
 tmp = RB_RIGHT(parent, field); \
 } \
 RB_COLOR(tmp, field) = RB_COLOR(parent, field); \
 RB_COLOR(parent, field) = RB_BLACK; \
 if (RB_RIGHT(tmp, field)) \
 RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK; \
 RB_ROTATE_LEFT(head, parent, tmp, field); \
 elm = RB_ROOT(head); \
 break; \
 } \
 } \
 }

```

```

 } else { \
 tmp = RB_LEFT(parent, field); \
 if (RB_COLOR(tmp, field) == RB_RED) { \
 RB_SET_BLACKRED(tmp, parent, field); \
 RB_ROTATE_RIGHT(head, parent, tmp, field); \
 tmp \
 = RB_LEFT(parent, field); \
 } \
 if ((RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) && \
 (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
 RB_COLOR(tmp, field) = RB_RED; \
 elm = parent; \
 parent = RB_PARENT(elm, field); \
 } else { \
 if (RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
 struct type *oright; \
 if ((oright = RB_RIGHT(tmp, field)) \
 != NULL) \
 RB_COLOR(oright, field) = RB_BLACK; \
 RB_COLOR(tmp, field) = RB_RED; \
 RB_ROTATE_LEFT(head, tmp, oright, field); \
 tmp = RB_LEFT(parent, field); \
 } \
 RB_COLOR(tmp, field) = RB_COLOR(parent, field); \
 RB_COLOR(parent, field) = RB_BLACK; \
 if (RB_LEFT(tmp, field)) \
 RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK; \
 RB_ROTATE_RIGHT(head, parent, tmp, field); \
 elm = RB_ROOT(head); \
 break; \
 } \
} \
} \
} \
if \
(elm) \
 RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
 struct type *child, *parent, *old = elm; \
 int color; \
 if (RB_LEFT(elm, field) == NULL) \
 child = RB_RIGHT(elm, field); \

```

```

else if (RB_RIGHT(elm, field) == NULL) \
 child = RB_LEFT(elm, field); \
else { \
 struct type *left; \
 elm = RB_RIGHT(elm, field); \
 while ((left = RB_LEFT(elm, field)) != NULL) \
 elm = left; \
 child = RB_RIGHT(elm, field); \
 parent = RB_PARENT(elm, field); \
 color = RB_COLOR(elm, field); \
 if (child) \
 RB_PARENT(child, field) = parent; \
 if (parent) { \
 if (RB_LEFT(parent, field) == elm) \
 RB_LEFT(parent, field) = child; \
 else \
 RB_RIGHT(parent, field) = child; \
 RB_AUGMENT(parent); \
 } else \
 RB_ROOT(head)
= child; \
 if (RB_PARENT(elm, field) == old) \
 parent = elm; \
 (elm)->field = (old)->field; \
 if (RB_PARENT(old, field)) { \
 if (RB_LEFT(RB_PARENT(old, field), field) == old)\
 RB_LEFT(RB_PARENT(old, field), field) = elm;\
 else \
 RB_RIGHT(RB_PARENT(old, field), field) = elm;\
 RB_AUGMENT(RB_PARENT(old, field)); \
 } else \
 RB_ROOT(head) = elm; \
 RB_PARENT(RB_LEFT(old, field), field) = elm; \
 if (RB_RIGHT(old, field)) \
 RB_PARENT(RB_RIGHT(old, field), field) = elm; \
 if (parent) { \
 left = parent; \
 do { \
 RB_AUGMENT(left); \
 } while ((left = RB_PARENT(left, field)) != NULL); \
 } \
 goto color; \
} \
parent = RB_PARENT(elm, field); \
color = RB_COLOR(elm, field); \
if (child) \
 RB_PARENT(child, field) = parent; \
if (parent) { \

```

```

 if (RB_LEFT(parent, field) == elm) \
 RB_LEFT(parent, field) = child; \
 else \
 RB_RIGHT(parent,
field) = child; \
 RB_AUGMENT(parent); \
 } else \
 RB_ROOT(head) = child; \
 color: \
 if (color == RB_BLACK) \
 name##_RB_REMOVE_COLOR(head, parent, child); \
 return (old); \
} \
\
/* Inserts a node into the RB tree */ \
attr struct type * \
name##_RB_INSERT(struct name *head, struct type *elm) \
{ \
 struct type *tmp; \
 struct type *parent = NULL; \
 int comp = 0; \
 tmp = RB_ROOT(head); \
 while (tmp) { \
 parent = tmp; \
 comp = (cmp)(elm, parent); \
 if (comp < 0) \
 tmp = RB_LEFT(tmp, field); \
 else if (comp > 0) \
 tmp = RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
 RB_SET(elm, parent, field); \
 if (parent != NULL) { \
 if (comp < 0) \
 RB_LEFT(parent, field) = elm; \
 else \
 RB_RIGHT(parent, field) = elm; \
 RB_AUGMENT(parent); \
 } else \
 RB_ROOT(head) = elm; \
 name##_RB_INSERT_COLOR(head,
elm); \
 return (NULL); \
} \
\
/* Finds the node with the same key as elm */ \
attr struct type * \

```



```

name##_RB_FIND(struct name *head, struct type *elm) \
{ \
 struct type *tmp = RB_ROOT(head); \
 int comp; \
 while (tmp) { \
 comp = cmp(elm, tmp); \
 if (comp < 0) \
 tmp = RB_LEFT(tmp, field); \
 else if (comp > 0) \
 tmp = RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
 return (NULL); \
} \
\
/* Finds the first node greater than or equal to the search key */\
attr struct type * \
name##_RB_NFIND(struct name *head, struct type *elm) \
{ \
 struct type *tmp = RB_ROOT(head); \
 struct type *res = NULL; \
 int comp; \
 while (tmp) { \
 comp = cmp(elm, tmp); \
 if (comp < 0) { \
 res = tmp; \
 tmp = RB_LEFT(tmp, field); \
 } \
 else if (comp > 0) \
 tmp = \
RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
 return (res); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_NEXT(struct type *elm) \
{ \
 if (RB_RIGHT(elm, field)) { \
 elm = RB_RIGHT(elm, field); \
 while (RB_LEFT(elm, field)) \
 elm = RB_LEFT(elm, field); \
 } else { \
 if (RB_PARENT(elm, field) && \

```

```

 (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
else { \
 while (RB_PARENT(elm, field) && \
 (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 elm = RB_PARENT(elm, field); \
} \
} \
return (elm); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_PREV(struct type *elm) \
{ \
 if (RB_LEFT(elm, field)) { \
 elm = RB_LEFT(elm, field); \
 while (RB_RIGHT(elm, field)) \
 elm = RB_RIGHT(elm, field); \
 } \
 else { \
 if (RB_PARENT(elm, field) && \
 (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 else { \
 while (RB_PARENT(elm, field) && \
 (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 elm = RB_PARENT(elm, field); \
 } \
 } \
 return (elm); \
} \
\
attr struct type * \
name##_RB_MINMAX(struct name *head, int val) \
{ \
 struct type *tmp = RB_ROOT(head); \
 struct type *parent = NULL; \
 while (tmp) { \
 parent = tmp; \
 if (val < 0) \
 tmp = RB_LEFT(tmp, field); \
 else \
 tmp = RB_RIGHT(tmp, field); \
 } \
 return (parent); \
}

```

```

}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \
for ((x) = RB_MIN(name, head); \
(x) != NULL; \
(x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y) \
for ((x) = RB_MIN(name, head); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \
for ((x) = RB_MAX(name, head); \
(x) != NULL; \
(x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
head, y) \
for ((x) = RB_MAX(name, head); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#endif /* _SYS_TREE_H_ */

```

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## 1.190 python-setuptools 80.9.0

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```
python -m validate_pyproject.pre_compile --output-dir=setuptools/config/_validate_pyproject --enable-plugins
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```

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`validate-pyproject`

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#### A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <https://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All

Python releases are Open Source (see <https://opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

| Release | Derived | Year | Owner | GPL-            |
|---------|---------|------|-------|-----------------|
|         | from    |      |       | compatible? (1) |

|                |           |           |               |
|----------------|-----------|-----------|---------------|
| 0.9.0 thru 1.2 | 1991-1995 | CWI       | yes           |
| 1.3 thru 1.5.2 | 1.2       | 1995-1999 | CNRI yes      |
| 1.6            | 1.5.2     | 2000      | CNRI no       |
| 2.0            | 1.6       | 2000      | BeOpen.com no |
| 1.6.1          | 1.6       | 2001      | CNRI yes (2)  |
| 2.1            | 2.0+1.6.1 | 2001      | PSF no        |
| 2.0.1          | 2.0+1.6.1 | 2001      | PSF yes       |
| 2.1.1          | 2.1+2.0.1 | 2001      | PSF yes       |
| 2.1.2          | 2.1.1     | 2002      | PSF yes       |
| 2.1.3          | 2.1.2     | 2002      | PSF yes       |
| 2.2 and above  | 2.1.1     | 2001-now  |               |
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Thanks to the many outside volunteers who have worked under Guido's direction to make these releases possible.

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## 1.191 etcd-client-pkg 3.5.16

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## 1.193 nspr 4.36-r0

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## 1.194 alpine-baselayout-data 3.7.0-r0

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```
Automatically generated by apkbuild-cpan, template 1
Contributor: Francesco Colista <francesco.colista@gmail.com>
Maintainer: Francesco Colista <francesco.colista@gmail.com>
pkgname=perl-software-license
_pkgreal=Software-License
pkgver=0.103004
pkgrel=0
pkgdesc="packages that provide templated software licenses"
url="http://search.cpan.org/dist/Software-License/"
arch="noarch"
license="GPL PerlArtistic"
cpandepends="perl-text-template perl-data-section perl-sub-install"
cpanmakedepends=""
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
```

```

subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/R/RJ/RJBS/${_pkgreal}-${pkgver}.tar.gz"

_buildddir="${srcdir}/${_pkgreal}-${pkgver}"

prepare() {
 cd "$_buildddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
 cd "$_buildddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 make && make test
}

package() {
 cd "$_buildddir"
 make
 DESTDIR="$pkgdir" install || return 1
 find "$pkgdir" \(-name perllocal.pod -o -name .packlist \) -delete
}

md5sums="0c5fd53d93818566234578b27d667b35 Software-License-0.103004.tar.gz"
Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=5
pkgdesc="A library for high-performance 2D graphics"
url="http://www.levien.com/libart/"
arch="all"
license="LGPL"
depends=
makedepends=
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-${pkgver}.tar.bz2"
"

_buildddir="${srcdir}/libart_lgpl-${pkgver}"

prepare() {
 cd "$_buildddir"
 update_config_sub || return 1
}

build() {
 cd "$_buildddir"
 ./configure \

```

```
--build=$CBUILD \
--host=$CHOST \
--prefix=/usr \
|| return 1
make || return 1
}
```

```
package() {
cd "$_builddir"
make DESTDIR="$pkgdir" install || return 1
}
```

```
sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020 libart_lgpl-2.3.21.tar.bz2"
```

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```
Automatically generated by apkgbuild-cpan, template 1
Contributor: Valery Kartel <valery.kartel@gmail.com>
Maintainer: Valery Kartel <valery.kartel@gmail.com>
pkgname=perl-bsd-resource
_pkgreal=BSD-Resource
pkgver=1.2909
pkgrel=2
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="http://search.cpan.org/dist/BSD-Resource/"
```

```

arch="all"
license="GPL PerlArtistic"
cpandepends=""
cpanmakedepends=" "
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/J/JH/JHI/${_pkgreal}-${pkgver}.tar.gz"

_buildddir="${srcdir}/${_pkgreal}-${pkgver}"

prepare() {
 cd "$_buildddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}`
 PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
 cd "$_buildddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}`
 make && make test || return 1
}

package() {
 cd "$_buildddir"
 make DESTDIR="$pkgdir" install || return 1
 find "$pkgdir"
 \(-name perllocal.pod -o -name .packlist\) -delete
}

md5sums="3c6dd2fa953088aa87e263f40818d012 BSD-Resource-1.2909.tar.gz"
sha256sums="c47d460e2bd00d8d049f6ff4a0f1f61957e289e8de45af5fc79e851e2e855e06 BSD-Resource-1.2909.tar.gz"
sha512sums="5f489eaac5089e82081b7cf51d62638750e443751b49415407354da96b17771819b5e6e85529faa41ddd85743363750157943c7f7700276cce2bd40a429fa430 BSD-Resource-1.2909.tar.gz"
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pkgname=py-flake8-copyright

\_pkgname=flake8-copyright

pkgver=0.2.0

pkgrel=1

pkgdesc="Extension for flake8 which checks for copyrights"

url="https://github.com/savoirfairelinux/flake8-copyright"

arch="noarch"

license="MIT"

depends="flake8"

makedepends="python3-dev"

source="https://files.pythonhosted.org/packages/source/\${\_pkgname:0:1}/\${\_pkgname}/\${\_pkgname}-\${pkgver}.tar.gz"

builddir="\${srcdir}/\${\_pkgname}-\${pkgver}

build() {

cd "\$builddir"

python3 setup.py build || return 1

```
}
```

```
package() {
 cd "$builddir"
 python3 setup.py install --prefix=/usr --root="$pkgdir" || return 1
}
```

```
md5sums="c6348990c6d74933bf5d5f6a55a14bdf flake8-copyright-0.2.0.tar.gz"
sha256sums="aeef26eb4d5223c9cd5b101e68175fcef6d2b353bf36da688fdde62fccfe2b73 flake8-copyright-
0.2.0.tar.gz"
sha512sums="bab1bfaeed3a525ac3c7da12b1f2ec338c204cc69b72d05cd39560e528faff5d586c3b1be9570f4a977a7e
2417b586e543bfba12abce256b2023c8c4993eeb90
flake8-copyright-0.2.0.tar.gz"
mini_sendmail - accept email on behalf of real sendmail
```

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## 1.195 python-certifi 2021.05.30

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ca-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#  
This is a bundle of X.509 certificates of public Certificate Authorities (CA). These were automatically extracted from Mozilla's root certificates file (certdata.txt). This file can be found in the mozilla source tree:  
<http://mxr.mozilla.org/mozilla/source/security/nss/lib/ckfw/builtins/certdata.txt?raw=1#>  
It contains the certificates in PEM format and therefore can be directly used with curl / libcurl / php\_curl, or with an Apache+mod\_ssl webserver for SSL client authentication.  
Just configure this file as the SSLCACertificateFile.#

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@(#) \$RCSfile: certdata.txt,v \$  
\$Revision: 1.80 \$ \$Date: 2011/11/03 15:11:58 \$

## 1.196 multierr 1.6.0

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## 1.197 gokrb5 8.4.4



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## 1.201 alpine-baselayout 3.7.0-r0

### 1.201.1 Available under license :

```
Automatically generated by apkbuild-cpan, template 1
Contributor: Francesco Colista <francesco.colista@gmail.com>
Maintainer: Francesco Colista <francesco.colista@gmail.com>
pkgname=perl-software-license
_pkgreal=Software-License
```

```

pkgver=0.103004
pkgrel=0
pkgdesc="packages that provide templated software licenses"
url="http://search.cpan.org/dist/Software-License/"
arch="noarch"
license="GPL PerlArtistic"
cpandepends="perl-text-template perl-data-section perl-sub-install"
cpanmakedepends=""
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/R/RJ/RJBS/${_pkgreal}-${pkgver}.tar.gz"

_buildddir="$srcdir/${_pkgreal}-${pkgver}"

prepare() {
 cd "$_buildddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
 cd "$_buildddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 make && make test
}

package() {
 cd "$_buildddir"
 make
 DESTDIR="$pkgdir" install || return 1
 find "$pkgdir" \(-name perllocal.pod -o -name .packlist \) -delete
}

md5sums="0c5fd53d93818566234578b27d667b35 Software-License-0.103004.tar.gz"
Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=5
pkgdesc="A library for high-performance 2D graphics"
url="http://www.levien.com/libart/"
arch="all"
license="LGPL"
depends=
makedepends=
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-${pkgver}.tar.bz2"

```

```
_builddir="$srcdir"/libart_lgpl-$pkgver
```

```
prepare() {
 cd "$_builddir"
 update_config_sub || return 1
}
```

```
build() {
 cd "$_builddir"
 ./configure \
 --build=$CBUILD \
 --host=$CHOST \
 --prefix=/usr \
 || return 1
 make || return 1
}
```

```
package() {
 cd "$_builddir"
 make DESTDIR="$pkgdir" install || return 1
}
```

```
sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020 libart_lgpl-2.3.21.tar.bz2"
```

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pkgname=perl-bsd-resource
_pkgreal=BSD-Resource
pkgver=1.2909
pkgrel=2
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="http://search.cpan.org/dist/BSD-Resource/"
arch="all"
license="GPL PerlArtistic"
cpandepends=""
cpanmakedepends=""
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/J/JH/JHI/${_pkgreal}-${pkgver}.tar.gz"

_buildddir="$srcdir/${_pkgreal}-${pkgver}"

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 cd "$_buildddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}`
 PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
 cd "$_buildddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}`
 make && make test || return 1
}

package() {
 cd "$_buildddir"
 make DESTDIR="$pkgdir" install || return 1
 find "$pkgdir"
 \(-name perllocal.pod -o -name .packlist\) -delete
}

md5sums="3c6dd2fa953088aa87e263f40818d012 BSD-Resource-1.2909.tar.gz"
sha256sums="c47d460e2bd00d8d049f6ff4a0f1f61957e289e8de45af5fc79e851e2e855e06 BSD-Resource-1.2909.tar.gz"
sha512sums="5f489eaac5089e82081b7cf51d62638750e443751b49415407354da96b17771819b5e6e85529faa41ddd85743363750157943c7f7700276cce2bd40a429fa430 BSD-Resource-1.2909.tar.gz"

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# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>  
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pkgname=py-flake8-copyright  
\_pkgname=flake8-copyright  
pkgver=0.2.0



```

pkgrel=1
pkgdesc="Extension for flake8 which checks for copyrights"
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="flake8"
makedepends="python3-dev"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
buildid="$_srcdir"/$_pkgname-$pkgver

build() {
 cd "$buildid"
 python3 setup.py build || return 1
}

package() {
 cd "$buildid"
 python3 setup.py install --prefix=/usr --root="$pkgdir" || return 1
}

md5sums="c6348990c6d74933bf5d5f6a55a14bdf flake8-copyright-0.2.0.tar.gz"
sha256sums="aeef26eb4d5223c9cd5b101e68175fcef6d2b353bf36da688fdde62fccfe2b73 flake8-copyright-0.2.0.tar.gz"
sha512sums="bab1bfaeed3a525ac3c7da12b1f2ec338c204cc69b72d05cd39560e528faff5d586c3b1be9570f4a977a7e2417b586e543bfba12abce256b2023c8c4993eeb90 flake8-copyright-0.2.0.tar.gz"
mini_sendmail - accept email on behalf of real sendmail

```

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## 1.202 puddle 2.2.2

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## 1.203 dnsutils 2.0.0

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include/bsd/vis.h  
man/bitstring.3bsd  
man/errc.3bsd  
man/explicit\_bzero.3bsd  
man/fgetln.3bsd  
man/fgetwln.3bsd  
man/fpurge.3bsd  
man/funopen.3bsd  
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man/nlist.3bsd  
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man/strmode.3bsd  
man/strnstr.3bsd  
man/strtoi.3bsd  
man/strtou.3bsd  
man/unvis.3bsd  
man/vis.3bsd  
man/wcsncpy.3bsd  
src/getbsize.c

src/heapsort.c

src/merge.c

src/nlist.c

src/pwcache.c

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man/arc4random.3bsd

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man/humanize\_number.3bsd

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man/closefrom.3bsd  
man/expand\_number.3bsd  
man/flopen.3bsd  
man/getpeereid.3bsd  
man/pidfile.3bsd  
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man/strncpy.3bsd  
man/strtonum.3bsd  
src/arc4random.c  
src/arc4random\_linux.h  
src/arc4random\_uniform.c  
src/arc4random\_unix.h  
src/arc4random\_win.h  
src/closefrom.c  
src/freezero.c  
src/getentropy\_aix.c  
src/getentropy\_bsd.c  
src/getentropy\_hpux.c  
src/getentropy\_hurd.c  
src/getentropy\_linux.c  
src/getentropy\_osx.c  
src/getentropy\_solaris.c  
src/getentropy\_win.c  
src/readpassphrase.c  
src/reallocarray.c  
src/recallocarray.c  
src/strlcat.c  
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Julian Seward, Cambridge, UK.

jseward@bzip.org

bzip2/libbzip2 version 1.0.4 of 20 December 2006

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### A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <https://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All

Python releases are Open Source (see <https://opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

| Release        | Derived from | Year      | Owner      | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          | 2.1.2        | 2002      | PSF        | yes                 |
| 2.2 and above  | 2.1.1        | 2001-now  |            |                     |
| PSF            |              |           |            | yes                 |

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## 1.223 python 3.12.11-r0

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In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

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|----------------|--------------|-----------|------------|---------------------|
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| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          | 2.1.2        | 2002      | PSF        | yes                 |
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In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |

|       |           |           |      |         |
|-------|-----------|-----------|------|---------|
| 1.6.1 | 1.6       | 2001      | CNRI | yes (2) |
| 2.1   | 2.0+1.6.1 | 2001      | PSF  | no      |
| 2.0.1 | 2.0+1.6.1 | 2001      | PSF  | yes     |
| 2.1.1 | 2.1+2.0.1 | 2001      | PSF  | yes     |
| 2.2   | 2.1.1     | 2001      | PSF  | yes     |
| 2.1.2 | 2.1.1     | 2002      | PSF  | yes     |
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| 2.3   | 2.2.2     | 2002-2003 | PSF  | yes     |
| 2.3.1 | 2.3       | 2002-2003 | PSF  | yes     |
| 2.3.2 | 2.3.1     | 2002-2003 | PSF  | yes     |
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| 2.6   | 2.5       | 2008      | PSF  | yes     |
| 2.6.1 | 2.6       | 2008      | PSF  | yes     |
| 2.6.2 | 2.6.1     | 2009      | PSF  | yes     |
| 2.6.3 | 2.6.2     | 2009      | PSF  | yes     |
| 2.6.4 | 2.6.3     | 2009      | PSF  | yes     |
| 2.6.5 | 2.6.4     | 2010      | PSF  | yes     |
| 3.0   | 2.6       | 2008      | PSF  | yes     |
| 3.0.1 | 3.0       | 2009      | PSF  | yes     |
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## 1.233 msgpack 1.1.0

### 1.233.1 Available under license :

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# 1.234 alpine-release 3.22.0-r0

## 1.234.1 Available under license :

```
Contributor: Patrycja Rosa <alpine@ptrcnnull.me>
Maintainer: Patrycja Rosa <alpine@ptrcnnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
cdefs.h
queue.h
tree.h
"

builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
 cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"

Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.26.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
```

```

options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdft rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
 local license=${i##*/}
 echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
67e618d4642dfe4f366935d9514d6f7941d3711e77c49bc1b340ac572d36015981b8f10c72a9f80f1d83e132ae7e5093c
0155e0c0e786e4777ee16d1cb7b885a license-list-data-3.26.0.tar.gz
"

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```

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The Kohonen neural network code for color optimization was written by Anthony Dekker.

Parts Copyright (c) 1995 by C. Blanc and C. Schlick

The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:

"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95  
<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>

/\* \$NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp \$ \*/

/\*

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\*

\* @(#)queue.h 8.5 (Berkeley) 8/20/94

\*/

#ifndef \_SYS\_QUEUE\_H\_

#define \_SYS\_QUEUE\_H\_

/\*

\* This file defines five types of data structures: singly-linked lists,

\* lists, simple queues, tail queues, and circular queues.

\*

\* A singly-linked list is headed by a single forward pointer. The

\* elements are singly linked for minimum space and  
pointer manipulation

\* overhead at the expense of O(n) removal for arbitrary elements. New

\* elements can be added to the list after an existing element or at the

\* head of the list. Elements being removed from the head of the list

\* should use the explicit macro for this purpose for optimum

\* efficiency. A singly-linked list may only be traversed in the forward

\* direction. Singly-linked lists are ideal for applications with large

\* datasets and few or no removals or for implementing a LIFO queue.

\*

\* A list is headed by a single forward pointer (or an array of forward

\* pointers for a hash table header). The elements are doubly linked

\* so that an arbitrary element can be removed without a need to

\* traverse the list. New elements can be added to the list before

\* or after an existing element or at the head of the list. A list

\* may only be traversed in the forward direction.

\*

\* A simple queue is headed by a pair of pointers, one the head of the

\* list and the

other to the tail of the list. The elements are singly

\* linked to save space, so elements can only be removed from the

\* head of the list. New elements can be added to the list after

\* an existing element, at the head of the list, or at the end of the

\* list. A simple queue may only be traversed in the forward direction.

\*

\* A tail queue is headed by a pair of pointers, one to the head of the

\* list and the other to the tail of the list. The elements are doubly

\* linked so that an arbitrary element can be removed without a need to

\* traverse the list. New elements can be added to the list before or

\* after an existing element, at the head of the list, or at the end of

\* the list. A tail queue may be traversed in either direction.

\*

\* A circle queue is headed by a pair of pointers, one to the head of the

\* list and the other to the tail of the list. The elements are doubly

\* linked so that an arbitrary element can be removed without a need to



```

* traverse the list. New elements
can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

```

```

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere. This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

```

```

#ifdef QUEUEDEBUG
if defined(_KERNEL)
define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
else
include <err.h>
define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
endif
#endif

```

```

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type) \
struct name { \
 struct type *slh_first; /* first \
 element */ \
}

#define SLIST_HEAD_INITIALIZER(head) \
{ NULL }

#define SLIST_ENTRY(type) \
struct { \
 struct type *sle_next; /* next element */ \
}

```

```

/*
* Singly-linked List access methods.

```

```

*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field) \
 for((var) = (head)->slh_first; \
 (var) != SLIST_END(head); \
 (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar) \
 for ((var) = SLIST_FIRST((head)); \
 (var) != SLIST_END(head) && \
 ((tvar) = SLIST_NEXT((var), field), 1); \
 (var) = (tvar))

/*
 * Singly-linked List functions.
 */
#define SLIST_INIT(head) do { \
 (head)->slh_first = SLIST_END(head); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do { \
 (elm)->field.sle_next = (slistelm)->field.sle_next; \
 (slistelm)->field.sle_next \
 = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do { \
 (elm)->field.sle_next = (head)->slh_first; \
 (head)->slh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do { \
 (slistelm)->field.sle_next = \
 SLIST_NEXT(SLIST_NEXT((slistelm), field), field); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do { \
 (head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do { \
 if ((head)->slh_first == (elm)) { \
 SLIST_REMOVE_HEAD((head), field); \
 } \
}

```

```

else { \
 struct type *curelm = (head)->slh_first; \
 while(curelm->field.sle_next != (elm)) \
 curelm = curelm->field.sle_next; \
 curelm->field.sle_next = \
 curelm->field.sle_next->field.sle_next; \
} \
} while (/*CONSTCOND*/0)

/*
 * List definitions.
 */
#define LIST_HEAD(name, type) \
struct name { \
 struct type *lh_first; /* first element */ \
}

#define LIST_HEAD_INITIALIZER(head) \
 { NULL }

#define LIST_ENTRY(type) \
struct { \
 struct type *le_next; /* next element */ \
 struct type **le_prev; /* address of previous next element */ \
}

/*
 * List access methods.
 */
#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL
#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field) \
 for ((var) = ((head)->lh_first); \
 (var) != LIST_END(head); \
 (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar) \
 for ((var) = LIST_FIRST((head)); \
 (var) != LIST_END(head) && \
 ((tvar) = LIST_NEXT((var), field), 1); \
 (var) = (tvar))

#define LIST_MOVE(head1, head2) do { \
 LIST_INIT((head2)); \

```

```

if (!LIST_EMPTY((head1)))
{
 \
 (head2)->lh_first = (head1)->lh_first; \
 LIST_INIT((head1)); \
} \
} while (/*CONSTCOND*/0)

/*
 * List functions.
 */

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field) \
if ((head)->lh_first && \
 (head)->lh_first->field.le_prev != &(head)->lh_first) \
 QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field) \
if ((elm)->field.le_next && \
 (elm)->field.le_next->field.le_prev != \
 &(elm)->field.le_next) \
 QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
 __FILE__, __LINE__); \
if (*(elm)->field.le_prev != (elm)) \
 QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field) \
(elm)->field.le_next = (void *)1L; \
(elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do { \
 (head)->lh_first = LIST_END(head); \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
 QUEUEDEBUG_LIST_OP((listelm), field) \
 if (((elm)->field.le_next = (listelm)->field.le_next) != \
 LIST_END(head)) \
 (listelm)->field.le_next->field.le_prev = \
 &(elm)->field.le_next; \
 (listelm)->field.le_next = (elm); \
 (elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

```

```

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
 QUEUEDEBUG_LIST_OP((listelm), field) \
 (elm)->field.le_prev = (listelm)->field.le_prev; \
 (elm)->field.le_next = (listelm); \
 *(listelm)->field.le_prev = (elm); \
 (listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do { \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field) \
 if (((elm)->field.le_next \
 = (head)->lh_first) != LIST_END(head)) \
 (head)->lh_first->field.le_prev = &(elm)->field.le_next; \
 (head)->lh_first = (elm); \
 (elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do { \
 QUEUEDEBUG_LIST_OP((elm), field) \
 if ((elm)->field.le_next != NULL) \
 (elm)->field.le_next->field.le_prev = \
 (elm)->field.le_prev; \
 *(elm)->field.le_prev = (elm)->field.le_next; \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do { \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
 (elm2)->field.le_next->field.le_prev = \
 &(elm2)->field.le_next; \
 (elm2)->field.le_prev = (elm)->field.le_prev; \
 *(elm2)->field.le_prev = (elm2); \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

/*
 * Simple queue definitions.
 */
#define SIMPLEQ_HEAD(name, type) \
struct name { \
 struct \
 type *sqh_first; /* first element */ \
 struct type **sqh_last; /* addr of last next element */ \
}

#define SIMPLEQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).sqh_first }

```

```

#define SIMPLEQ_ENTRY(type) \
struct { \
 struct type *sqe_next; /* next element */ \
}

/*
 * Simple queue access methods.
 */
#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL
#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->sqh_first); \
 (var) != SIMPLEQ_END(head); \
 (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->sqh_first); \
 (var) != SIMPLEQ_END(head) && \
 ((next = ((var)->field.sqe_next)), 1); \
 (var) = (next))

/*
 * Simple queue functions.
 */
#define SIMPLEQ_INIT(head) do { \
 (head)->sqh_first = NULL; \
 (head)->sqh_last \
 = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do { \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
 (head)->sqh_last = &(elm)->field.sqe_next; \
 (head)->sqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
 (elm)->field.sqe_next = NULL; \
 *(head)->sqh_last = (elm); \
 (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \

```

```

(head)->sqh_last = &(elm)->field.sqe_next; \
(listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do { \
if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
(head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
if \
(((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
== NULL) \
(head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do { \
if ((head)->sqh_first == (elm)) { \
SIMPLEQ_REMOVE_HEAD((head), field); \
} else { \
struct type *curelm = (head)->sqh_first; \
while (curelm->field.sqe_next != (elm)) \
curelm = curelm->field.sqe_next; \
if ((curelm->field.sqe_next = \
curelm->field.sqe_next->field.sqe_next) == NULL) \
(head)->sqh_last = &(curelm)->field.sqe_next; \
} \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do { \
if (!SIMPLEQ_EMPTY((head2))) { \
*(head1)->sqh_last = (head2)->sqh_first; \
(head1)->sqh_last = (head2)->sqh_last; \
SIMPLEQ_INIT((head2)); \
} \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field) \
(SIMPLEQ_EMPTY((head)) ? \
NULL : \
((struct type \
*)(void *) \
((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
 * Tail queue definitions.
 */
#define _TAILQ_HEAD(name, type, qual) \

```

```

struct name {
 \
 qual type *tqh_first; /* first element */ \
 qual type *qual *tqh_last; /* addr of last next element */ \
}

#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head) \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual) \
struct { \
 qual type *tqe_next; /* next element */ \
 qual type *qual *tqe_prev; /* address of previous next element */ \
}

#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
 * Tail queue access methods.
 */

#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (((struct headname *) (void *) ((head)->tqh_last))->tqh_last)
#define TAILQ_PREV(elm, headname, field) \
 (((struct headname *) (void *) ((elm)->field.tqe_prev))->tqh_last)
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

#define TAILQ_FOREACH(var, head, field) \
 for ((var) = ((head)->tqh_first); \
 (var) != TAILQ_END(head); \
 (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
 for ((var) = ((head)->tqh_first); \
 (var) != TAILQ_END(head) && \
 ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
 for ((var) = TAILQ_LAST((head), headname); \
 (var) != TAILQ_END(head); \
 (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname); \
 (var) != TAILQ_END(head) && \

```



```

((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
 * Tail queue functions.
 */
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
elm, field) \
if ((head)->tqh_first && \
 (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
 QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field) \
if (*(head)->tqh_last != NULL) \
 QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field) \
if ((elm)->field.tqe_next && \
 (elm)->field.tqe_next->field.tqe_prev != \
 &(elm)->field.tqe_next) \
 QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
 __FILE__, __LINE__); \
if (*(elm)->field.tqe_prev != (elm)) \
 QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field) \
if ((elm)->field.tqe_next == NULL && \
 (head)->tqh_last != &(elm)->field.tqe_next) \
 QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \
 (head), (elm), __FILE__, \
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field) \
(elm)->field.tqe_next = (void *)1L; \
(elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
 (head)->tqh_first = TAILQ_END(head); \
 (head)->tqh_last = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do { \

```

```

QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
(head)->tqh_first->field.tqe_prev = \
 &(elm)->field.tqe_next; \
else \
 (head)->tqh_last = &(elm)->field.tqe_next; \
(head)->tqh_first = (elm); \
(elm)->field.tqe_prev = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_INSERT_TAIL(head,
elm, field) do { \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
 (elm)->field.tqe_next = TAILQ_END(head); \
 (elm)->field.tqe_prev = (head)->tqh_last; \
 *(head)->tqh_last = (elm); \
 (head)->tqh_last = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
 QUEUEDEBUG_TAILQ_OP((listelm), field) \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
 TAILQ_END(head)) \
 (elm)->field.tqe_next->field.tqe_prev = \
 &(elm)->field.tqe_next; \
 else \
 (head)->tqh_last = &(elm)->field.tqe_next; \
 (listelm)->field.tqe_next = (elm); \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
 QUEUEDEBUG_TAILQ_OP((listelm), field) \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev; \
 (elm)->field.tqe_next = (listelm); \
 *(listelm)->field.tqe_prev = (elm); \
 (listelm)->field.tqe_prev \
 = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_REMOVE(head, elm, field) do { \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field) \
 QUEUEDEBUG_TAILQ_OP((elm), field) \
 if (((elm)->field.tqe_next != TAILQ_END(head)) \
 (elm)->field.tqe_next->field.tqe_prev = \
 (elm)->field.tqe_prev; \
 else \
 (head)->tqh_last = (elm)->field.tqe_prev; \
} while (/*CONSTCOND*/0)

```

```

*(elm)->field.tqe_prev = (elm)->field.tqe_next; \
QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do { \
 if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
 TAILQ_END(head)) \
 (elm2)->field.tqe_next->field.tqe_prev = \
 &(elm2)->field.tqe_next; \
 else \
 (head)->tqh_last = &(elm2)->field.tqe_next; \
 (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
 *(elm2)->field.tqe_prev = (elm2); \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), \
 field); \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do { \
 if (!TAILQ_EMPTY(head2)) { \
 *(head1)->tqh_last = (head2)->tqh_first; \
 (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
 (head1)->tqh_last = (head2)->tqh_last; \
 TAILQ_INIT((head2)); \
 } \
} while (/*CONSTCOND*/0)

/*
 * Singly-linked Tail queue declarations.
 */
#define STAILQ_HEAD(name, type) \
struct name { \
 struct type *stqh_first; /* first element */ \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type) \
struct { \
 struct type *stqe_next; /* next element */ \
}

/*
 * Singly-linked Tail queue access methods.
 */
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL

```

```

#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
== STAILQ_END(head))

/*
 * Singly-linked Tail queue functions.
 */
#define STAILQ_INIT(head) do { \
 (head)->stqh_first = NULL; \
 (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do { \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
 (head)->stqh_last = &(elm)->field.stqe_next; \
 (head)->stqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do { \
 (elm)->field.stqe_next = NULL; \
 *(head)->stqh_last = (elm); \
 (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL) \
 (head)->stqh_last = &(elm)->field.stqe_next; \
 (listelm)->field.stqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do { \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
 == NULL) \
 (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do { \
 if ((head)->stqh_first == (elm)) { \
 STAILQ_REMOVE_HEAD((head), field); \
 } else { \
 struct type *curelm = (head)->stqh_first; \
 while (curelm->field.stqe_next != (elm)) \
 curelm = curelm->field.stqe_next; \
 if ((curelm->field.stqe_next = \
 curelm->field.stqe_next->field.stqe_next) == NULL) \
 (head)->stqh_last = &(curelm)->field.stqe_next; \
 } \
} while (/*CONSTCOND*/0)

```

```

#define STAILQ_FOREACH(var, head, field) \
for ((var) = ((head)->stqh_first); \
 (var); \
 (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = STAILQ_FIRST((head)); \
 (var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
 (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do { \
 if (!STAILQ_EMPTY((head2))) { \
 *(head1)->stqh_last \
 = (head2)->stqh_first; \
 (head1)->stqh_last = (head2)->stqh_last; \
 STAILQ_INIT((head2)); \
 } \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field) \
(STAILQ_EMPTY((head)) ? \
 NULL : \
 ((struct type *)((void *) \
 ((char *)((head)->stqh_last) - offsetof(struct type, field))))

#ifdef _KERNEL
/*
 * Circular queue definitions. Do not use. We still keep the macros
 * for compatibility but because of pointer aliasing issues their use
 * is discouraged!
 */

/*
 * __launder_type(): We use this ugly hack to work around the the compiler
 * noticing that two types may not alias each other and elide tests in code.
 * We hit this in the CIRCLEQ macros when comparing 'struct name *' and
 * 'struct type *' (see CIRCLEQ_HEAD()). Modern compilers (such as GCC
 * 4.8) declare these comparisons as always false, causing the code to
 * not run as designed.
 *
 * This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
 *
 * If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
 * this by changing the head/tail sentinel values, but see the note above
 * this one.
 */

```

```

*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field) \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
 (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
 QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
 __FILE__, __LINE__); \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
 (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
 QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field) \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
 if ((head)->cqh_last != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
 (elm), __FILE__, __LINE__); \
 } else { \
 if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
 (elm), __FILE__, __LINE__); \
 } \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
 if ((head)->cqh_first != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
 (elm), __FILE__, __LINE__); \
 } else { \
 if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
 (elm), __FILE__, __LINE__); \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field) \
 (elm)->field.cqe_next = (void *)1L; \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

```

```

#define CIRCLEQ_HEAD(name, type) \
struct name { \
 struct type *cqh_first; /* \
 first element */ \
 struct type *cqh_last; /* last element */ \
}

#define CIRCLEQ_HEAD_INITIALIZER(head) \
{ CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \
struct { \
 struct type *cqe_next; /* next element */ \
 struct type *cqe_prev; /* previous element */ \
}

/*
 * Circular queue functions.
 */
#define CIRCLEQ_INIT(head) do { \
 (head)->cqh_first = CIRCLEQ_END(head); \
 (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
 QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
 QUEUEDEBDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
 (elm)->field.cqe_next = (listelm)->field.cqe_next; \
 (elm)->field.cqe_prev = (listelm); \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm); \
 else \
 (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head, \
listelm, elm, field) do { \
 QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
 QUEUEDEBDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
 (elm)->field.cqe_next = (listelm); \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm); \
 else \
 (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
 QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
 (elm)->field.cqe_next = (head)->cqh_first; \
 (elm)->field.cqe_prev = CIRCLEQ_END(head); \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm); \
 else \
 (head)->cqh_first->field.cqe_prev = (elm); \
 (head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
 QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
 (elm)->field.cqe_next \
 = CIRCLEQ_END(head); \
 (elm)->field.cqe_prev = (head)->cqh_last; \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm); \
 else \
 (head)->cqh_last->field.cqe_next = (elm); \
 (head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_REMOVE(head, elm, field) do { \
 QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
 QUEUEDEBDEBUG_CIRCLEQ_ELM((head), (elm), field) \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm)->field.cqe_prev; \
 else \
 (elm)->field.cqe_next->field.cqe_prev = \
 (elm)->field.cqe_prev; \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm)->field.cqe_next; \
 else \
 (elm)->field.cqe_prev->field.cqe_next = \
 (elm)->field.cqe_next; \
 QUEUEDEBDEBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_FOREACH(var, head, field) \
 for ((var) = ((head)->cqh_first); \
 (var) != CIRCLEQ_ENDC(head); \
 (var) \
 = ((var)->field.cqe_next))

```

```

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
 for ((var) = ((head)->cqh_last); \

```



```

(var) != CIRCLEQ_ENDC(head); \
(var) = ((var)->field.cqe_prev))

/*
 * Circular queue access methods.
 */
#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__launter_type(head))
/* For assignments */
#define CIRCLEQ_END(head) ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
 (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 ? ((head)->cqh_first) \
 : (elm)->field.cqe_next)
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 ? ((head)->cqh_last) \
 : \
 (elm)->field.cqe_prev)
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
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```

```

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* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

```

```

*/

```

```

#ifndef _SYS_TREE_H_

```

```

#define _SYS_TREE_H_

```

```

#ifdef __GNUC__

```

```

#define __GNUC_PREREQ__(x, y) \
((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \
 (__GNUC__ > (x)))

```

```

#else

```

```

#define __GNUC_PREREQ__(x, y) 0

```

```

#endif

```

```

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)

```

```

#define _sys_tree_h_unused __attribute__((__unused__))

```

```

#else

```

```

#define _sys_tree_h_unused /* delete */

```

```

#endif

```

```

/*

```

```

* This file defines data structures for different types of trees:

```

```

* splay trees and red-black trees.

```

```

*

```

```

* A splay tree is a self-organizing

```

```

data structure. Every operation

```

```

* on the tree causes a splay to happen. The splay moves the requested

```

```

* node to the root of the tree and partly rebalances it.

```

```

*

```

```

* This has the benefit that request locality causes faster lookups as

```

```

* the requested nodes move to the top of the tree. On the other hand,

```

```

* every lookup causes memory writes.

```

```

*

```

```

* The Balance Theorem bounds the total access time for m operations

```

```

* and n inserts on an initially empty tree as $O((m + n) \lg n)$. The

```

```

* amortized cost for a sequence of m accesses to a splay tree is $O(\lg n)$;

```

```

*

```

```

* A red-black tree is a binary search tree with the node color as an

```

```

* extra attribute. It fulfills a set of conditions:

```

```

* - every search path from the root to a leaf consists of the

```

```

* same number of black nodes,

```

- \* - each red node (except for the root) has a black parent,
- \* - each leaf node is black.
- \*
- \* Every operation on a red-black tree is bounded as  $O(\lg n)$ .
- \* The maximum height of a red-black tree is  $2\lg(n+1)$ .
- \*/

```
#define SPLAY_HEAD(name, type) \
struct name { \
 struct type *sph_root; /* root of the tree */ \
}
```

```
#define SPLAY_INITIALIZER(root) \
{ NULL }
```

```
#define SPLAY_INIT(root) do { \
 (root)->sph_root = NULL; \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_ENTRY(type) \
struct { \
 struct type *spe_left; /* left element */ \
 struct type *spe_right; /* right element */ \
}
```

```
#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)
```

```
/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
 (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
 SPLAY_RIGHT((head)->sph_root, \
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root; \
 (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_LINKLEFT(head, tmp, field) do { \
 SPLAY_LEFT(tmp, field) = (head)->sph_root; \
 tmp = (head)->sph_root; \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
}
```

```

} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
 tmp = (head)->sph_root; \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp) \
void name##_SPLAY(struct name *, struct type *); \
void name##_SPLAY_MINMAX(struct name *, int); \
struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
\
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
 if (SPLAY_EMPTY(head)) \
 return(NULL); \
 name##_SPLAY(head, elm); \
 if ((cmp)(elm, (head)->sph_root) == 0) \
 return (head->sph_root); \
 return (NULL); \
} \
\
static __inline _sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
 name##_SPLAY(head, elm); \
 if (SPLAY_RIGHT(elm, field) != NULL) { \
 elm = SPLAY_RIGHT(elm, field); \
 while (SPLAY_LEFT(elm, field) != NULL) { \
 elm = SPLAY_LEFT(elm, field); \
 } \
 } \
 else \
 elm = NULL; \
}

```

```

return (elm); \
} \
 \
static __sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
 name##_SPLAY_MINMAX(head, val); \
 return (SPLAY_ROOT(head)); \
}

/* Main splay operation.
 * Moves node close to the key of elm to top
 */
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{ \
 if (SPLAY_EMPTY(head)) { \
 SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
 } else { \
 int __comp; \
 name##_SPLAY(head, elm); \
 __comp = (cmp)(elm, (head)->sph_root); \
 if (__comp < 0) { \
 SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_RIGHT(elm, field) = (head)->sph_root; \
 SPLAY_LEFT((head)->sph_root, field) = NULL; \
 } else if (__comp > 0) { \
 SPLAY_RIGHT(elm, \
field) = SPLAY_RIGHT((head)->sph_root, field); \
 SPLAY_LEFT(elm, field) = (head)->sph_root; \
 SPLAY_RIGHT((head)->sph_root, field) = NULL; \
 } else \
 return ((head)->sph_root); \
 } \
 (head)->sph_root = (elm); \
 return (NULL); \
} \
 \
struct type * \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{ \
 struct type *__tmp; \
 if (SPLAY_EMPTY(head)) \
 return (NULL); \
 name##_SPLAY(head, elm); \
 if ((cmp)(elm, (head)->sph_root) == 0) { \
 if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \

```

```

(head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
} else { \
__tmp = SPLAY_RIGHT((head)->sph_root, field);\
(head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
name##_SPLAY(head, elm); \
SPLAY_RIGHT((head)->sph_root, field) = __tmp;\
} \
return (elm); \
} \
return (NULL); \
} \
\
void \
name##_SPLAY(struct
name *head, struct type *elm) \
{ \
struct type __node, *__left, *__right, *__tmp; \
int __comp; \
\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
__left = __right = &__node; \
\
while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
if (__comp < 0) { \
__tmp = SPLAY_LEFT((head)->sph_root, field);\
if (__tmp == NULL) \
break; \
if ((cmp)(elm, __tmp) < 0){ \
SPLAY_ROTATE_RIGHT(head, __tmp, field);\
if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
break; \
} \
SPLAY_LINKLEFT(head, __right, field); \
} else if (__comp > 0) { \
__tmp = SPLAY_RIGHT((head)->sph_root, field);\
if (__tmp == NULL) \
break; \
if ((cmp)(elm, __tmp) > 0){ \
SPLAY_ROTATE_LEFT(head, __tmp, field);\
if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
break; \
} \
SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field); \
} \

```

```

\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
 struct type __node, *__left, *__right, *__tmp; \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node; \
\
 while (1) { \
 if (__comp < 0) { \
 __tmp = SPLAY_LEFT((head)->sph_root, field);\
 if (__tmp == NULL) \
 break; \
 if (__comp < 0){ \
 SPLAY_ROTATE_RIGHT(head, __tmp, field);\
 if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
 break; \
 } \
 SPLAY_LINKLEFT(head, __right, field); \
 } else if (__comp > 0) { \
 __tmp = SPLAY_RIGHT((head)->sph_root, field);\
 if (__tmp == NULL) \
 break; \
 if (__comp > 0) { \
 SPLAY_ROTATE_LEFT(head, __tmp, field);\
 if (SPLAY_RIGHT((head)->sph_root, \
field) == NULL)\
 break; \
 } \
 SPLAY_LINKRIGHT(head, __left, field); \
 } \
 } \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

```

```

#define SPLAY_NEGINF -1

```

```

#define SPLAY_INF 1

```

```

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
 : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \

```

```

: name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
for ((x) = SPLAY_MIN(name, head); \
(x) != NULL; \
(x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
struct name { \
 struct type *rbh_root; /* root of the tree */ \
}

#define RB_INITIALIZER(root) \
{ \
 NULL \
}

#define RB_INIT(root) do { \
 (root)->rbh_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type) \
struct { \
 struct type *rbe_left; /* left element */ \
 struct type *rbe_right; /* right element */ \
 struct type *rbe_parent; /* parent element */ \
 int rbe_color; /* node color */ \
}

#define RB_LEFT(elm, field) (elm)->field.rbe_left
#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do { \
 RB_PARENT(elm, field) = parent; \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
 RB_COLOR(elm, field) = RB_RED; \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do { \
 RB_COLOR(black, field) = RB_BLACK; \
 RB_COLOR(red, field)

```



```

= RB_RED; \
} while (/*CONSTCOND*/ 0)

#ifdef RB_AUGMENT
#define RB_AUGMENT(x) do { } while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do { \
 (tmp) = RB_RIGHT(elm, field); \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
 RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
 } \
 RB_AUGMENT(elm); \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
 if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
 RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
 else \
 RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else \
 (head)->rbh_root = (tmp); \
 RB_LEFT(tmp, field) = (elm); \
 RB_PARENT(elm, field) = (tmp); \
 RB_AUGMENT(tmp); \
 if ((RB_PARENT(tmp, field))) \
 RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do { \
 (tmp) = RB_LEFT(elm, field); \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field)) \
 != NULL) { \
 RB_PARENT(RB_RIGHT(tmp, field), field) = (elm); \
 } \
 RB_AUGMENT(elm); \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
 if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
 RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
 else \
 RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else \
 (head)->rbh_root = (tmp); \
 RB_RIGHT(tmp, field) = (elm); \
 RB_PARENT(elm, field) = (tmp); \
 RB_AUGMENT(tmp); \
 if ((RB_PARENT(tmp, field))) \
 RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

```

```

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp) \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp) \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr) \
 attr void name##_RB_INSERT_COLOR(struct name *, struct \
 type *); \
 attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *); \
 attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
 attr struct type *name##_RB_INSERT(struct name *, struct type *); \
 attr struct type *name##_RB_FIND(struct name *, struct type *); \
 attr struct type *name##_RB_NFIND(struct name *, struct type *); \
 attr struct type *name##_RB_NEXT(struct type *); \
 attr struct type *name##_RB_PREV(struct type *); \
 attr struct type *name##_RB_MINMAX(struct name *, int); \
 \

/* Main rb operation.
 * Moves node close to the key of elm to top
 */
#define RB_GENERATE(name, type, field, cmp) \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
 attr void \
 name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
 { \
 struct type \
 *parent, *gparent, *tmp; \
 while ((parent = RB_PARENT(elm, field)) != NULL && \
 RB_COLOR(parent, field) == RB_RED) { \
 gparent = RB_PARENT(parent, field); \
 if (parent == RB_LEFT(gparent, field)) { \
 tmp = RB_RIGHT(gparent, field); \
 if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
 RB_COLOR(tmp, field) = RB_BLACK; \
 RB_SET_BLACKRED(parent, gparent, field); \
 elm = gparent; \
 continue; \
 } \
 } \
 if (RB_RIGHT(parent, field) == elm) { \
 RB_ROTATE_LEFT(head, parent, tmp, field); \
 tmp = parent; \
 parent = elm; \
 elm = tmp; \
 } \
 } \
 }

```

```

RB_SET_BLACKRED(parent, gparent, field); \
RB_ROTATE_RIGHT(head, gparent, tmp, field); \
} else { \
 tmp = RB_LEFT(gparent, field); \
 if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
 RB_COLOR(tmp, field) = RB_BLACK; \
 RB_SET_BLACKRED(parent, gparent, field); \
 elm = gparent; \
 continue; \
 } \
 if (RB_LEFT(parent, field) == elm)
{ \
 RB_ROTATE_RIGHT(head, parent, tmp, field); \
 tmp = parent; \
 parent = elm; \
 elm = tmp; \
} \
 RB_SET_BLACKRED(parent, gparent, field); \
 RB_ROTATE_LEFT(head, gparent, tmp, field); \
} \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
\
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
 struct type *tmp; \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
 elm != RB_ROOT(head)) { \
 if (RB_LEFT(parent, field) == elm) { \
 tmp = RB_RIGHT(parent, field); \
 if (RB_COLOR(tmp, field) == RB_RED) { \
 RB_SET_BLACKRED(tmp, parent, field); \
 RB_ROTATE_LEFT(head, parent, tmp, field); \
 tmp = RB_RIGHT(parent, field); \
 } \
 if ((RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) && \
 (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
 RB_COLOR(tmp, field) = RB_RED; \
 elm = parent; \
 parent = RB_PARENT(elm, field); \
 } else { \
 if (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\

```

```

struct type *oleft; \
if ((oleft = RB_LEFT(tmp, field)) \
 != NULL) \
 RB_COLOR(oleft, field) = RB_BLACK;\
RB_COLOR(tmp, field) = RB_RED; \
RB_ROTATE_RIGHT(head, tmp, oleft, field);\
tmp = RB_RIGHT(parent, field); \
} \
RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
RB_COLOR(parent, field) = RB_BLACK; \
if (RB_RIGHT(tmp, field)) \
 RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
RB_ROTATE_LEFT(head, parent, tmp, field);\
elm = RB_ROOT(head); \
break; \
} \
} else { \
 tmp = RB_LEFT(parent, field); \
 if (RB_COLOR(tmp, field) == RB_RED) { \
 RB_SET_BLACKRED(tmp, parent, field); \
 RB_ROTATE_RIGHT(head, parent, tmp, field);\
 tmp
= RB_LEFT(parent, field); \
 } \
 if ((RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
 (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
 RB_COLOR(tmp, field) = RB_RED; \
 elm = parent; \
 parent = RB_PARENT(elm, field); \
 } else { \
 if (RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
 struct type *oright; \
 if ((oright = RB_RIGHT(tmp, field)) \
 != NULL) \
 RB_COLOR(oright, field) = RB_BLACK;\
 RB_COLOR(tmp, field) = RB_RED; \
 RB_ROTATE_LEFT(head, tmp, oright, field);\
 tmp = RB_LEFT(parent, field); \
 } \
 RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
 RB_COLOR(parent, field) = RB_BLACK; \
 if (RB_LEFT(tmp, field)) \
 RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
 RB_ROTATE_RIGHT(head, parent, tmp, field);\
 elm = RB_ROOT(head); \
 }

```

```

 break; \
 } \
} \
} \
if
(elm) \
 RB_COLOR(elm, field) = RB_BLACK; \
} \
 \
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
 struct type *child, *parent, *old = elm; \
 int color; \
 if (RB_LEFT(elm, field) == NULL) \
 child = RB_RIGHT(elm, field); \
 else if (RB_RIGHT(elm, field) == NULL) \
 child = RB_LEFT(elm, field); \
 else { \
 struct type *left; \
 elm = RB_RIGHT(elm, field); \
 while ((left = RB_LEFT(elm, field)) != NULL) \
 elm = left; \
 child = RB_RIGHT(elm, field); \
 parent = RB_PARENT(elm, field); \
 color = RB_COLOR(elm, field); \
 if (child) \
 RB_PARENT(child, field) = parent; \
 if (parent) { \
 if (RB_LEFT(parent, field) == elm) \
 RB_LEFT(parent, field) = child; \
 else \
 RB_RIGHT(parent, field) = child; \
 RB_AUGMENT(parent); \
 } else \
 RB_ROOT(head)
= child; \
 if (RB_PARENT(elm, field) == old) \
 parent = elm; \
 (elm)->field = (old)->field; \
 if (RB_PARENT(old, field)) { \
 if (RB_LEFT(RB_PARENT(old, field), field) == old)\
 RB_LEFT(RB_PARENT(old, field), field) = elm;\
 else \
 RB_RIGHT(RB_PARENT(old, field), field) = elm;\
 RB_AUGMENT(RB_PARENT(old, field)); \
 } else \
 RB_ROOT(head) = elm; \
 }

```

```

RB_PARENT(RB_LEFT(old, field), field) = elm; \
if (RB_RIGHT(old, field)) \
 RB_PARENT(RB_RIGHT(old, field), field) = elm; \
if (parent) { \
 left = parent; \
 do { \
 RB_AUGMENT(left); \
 } while ((left = RB_PARENT(left, field)) != NULL); \
} \
goto color; \
} \
parent = RB_PARENT(elm, field); \
color = RB_COLOR(elm, field); \
if (child) \
 RB_PARENT(child, field) = parent; \
if (parent) { \
 if (RB_LEFT(parent, field) == elm) \
 RB_LEFT(parent, field) = child; \
 else \
 RB_RIGHT(parent, \
field) = child; \
 RB_AUGMENT(parent); \
} else \
 RB_ROOT(head) = child; \
color: \
if (color == RB_BLACK) \
 name##_RB_REMOVE_COLOR(head, parent, child); \
return (old); \
} \
\
/* Inserts a node into the RB tree */ \
attr struct type * \
name##_RB_INSERT(struct name *head, struct type *elm) \
{ \
 struct type *tmp; \
 struct type *parent = NULL; \
 int comp = 0; \
 tmp = RB_ROOT(head); \
 while (tmp) { \
 parent = tmp; \
 comp = (cmp)(elm, parent); \
 if (comp < 0) \
 tmp = RB_LEFT(tmp, field); \
 else if (comp > 0) \
 tmp = RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
} \

```

```

RB_SET(elm, parent, field); \
if (parent != NULL) { \
 if (comp < 0) \
 RB_LEFT(parent, field) = elm; \
 else \
 RB_RIGHT(parent, field) = elm; \
 RB_AUGMENT(parent); \
} else \
 RB_ROOT(head) = elm; \
name##_RB_INSERT_COLOR(head,
elm); \
return (NULL); \
} \
\
/* Finds the node with the same key as elm */ \
attr struct type * \
name##_RB_FIND(struct name *head, struct type *elm) \
{ \
 struct type *tmp = RB_ROOT(head); \
 int comp; \
 while (tmp) { \
 comp = cmp(elm, tmp); \
 if (comp < 0) \
 tmp = RB_LEFT(tmp, field); \
 else if (comp > 0) \
 tmp = RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
 return (NULL); \
} \
\
/* Finds the first node greater than or equal to the search key */ \
attr struct type * \
name##_RB_NFIND(struct name *head, struct type *elm) \
{ \
 struct type *tmp = RB_ROOT(head); \
 struct type *res = NULL; \
 int comp; \
 while (tmp) { \
 comp = cmp(elm, tmp); \
 if (comp < 0) { \
 res = tmp; \
 tmp = RB_LEFT(tmp, field); \
 } \
 else if (comp > 0) \
 tmp =

```

```

RB_RIGHT(tmp, field); \
else \
 return (tmp); \
} \
return (res); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_NEXT(struct type *elm) \
{ \
 if (RB_RIGHT(elm, field)) { \
 elm = RB_RIGHT(elm, field); \
 while (RB_LEFT(elm, field)) \
 elm = RB_LEFT(elm, field); \
 } else { \
 if (RB_PARENT(elm, field) && \
 (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 else { \
 while (RB_PARENT(elm, field) && \
 (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 elm = RB_PARENT(elm, field); \
 } \
 } \
 return (elm); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_PREV(struct type *elm) \
{ \
 if (RB_LEFT(elm, field)) { \
 elm = RB_LEFT(elm, field); \
 while (RB_RIGHT(elm, field)) \
 elm = RB_RIGHT(elm, field); \
 } \
 else { \
 if (RB_PARENT(elm, field) && \
 (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 else { \
 while (RB_PARENT(elm, field) && \
 (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 elm = RB_PARENT(elm, field); \
 } \
 } \
} \

```



```

 } \
 return (elm); \
} \
 \
attr struct type * \
name##_RB_MINMAX(struct name *head, int val) \
{ \
 struct type *tmp = RB_ROOT(head); \
 struct type *parent = NULL; \
 while (tmp) { \
 parent = tmp; \
 if (val < 0) \
 tmp = RB_LEFT(tmp, field); \
 else \
 tmp = RB_RIGHT(tmp, field); \
 } \
 return (parent); \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \
for ((x) = RB_MIN(name, head); \
 (x) != NULL; \
 (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y) \
for ((x) = (y); \
 ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
 (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y) \
for ((x) = RB_MIN(name, head); \
 ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
 (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \

```

```

for ((x) = RB_MAX(name, head); \
 (x) != NULL; \
 (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
for ((x) = (y); \
 ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
 (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name, \
 head, y) \
for ((x) = RB_MAX(name, head); \
 ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
 (x) = (y))

#endif /* _SYS_TREE_H_ */
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```

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OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

# Contributor: Maxim Karasev <begs@disroot.org>

# Maintainer: mio <miyopan@e.email>

pkgname=bsd-games

pkgver=3.3

pkgrel=2

pkgdesc="traditional text mode games from BSD"

url="https://bsd-games.sourceforge.io/"

arch="all"

license="BSD-3-Clause"

```

install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
0001-bsd-games-scores-dir.patch
"
options="!check" # no tests

build() {
some GNU autoconf options are ignored, but it works
./configure \
--build=$CBUILD \
--host=$CHOST \
--prefix=/usr \
--sysconfdir=/etc \
--mandir=/usr/share/man \
--scoredir=/usr/share/$pkgname
make
}

package() {
make DESTDIR="$pkgdir" install
install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"
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```

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# Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21

pkgrel=8

pkgdesc="A library for high-performance 2D graphics"

url="https://www.levien.com/libart/"

arch="all"

options="!check" # No test suite.

license="LGPL-2.0-or-later"

subpackages="\$pkgname-dev"

source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-\$pkgver.tar.bz2"

"

builddir="\$srcdir"/libart-lgpl-\$pkgver

```
prepare() {
 update_config_sub
 default_prepare
}
```

```
build() {
 ./configure \
 --build=$CBUILD \
 --host=$CHOST \
 --prefix=/usr
 make
}
```

```
package() {
 make DESTDIR="$pkgdir" install
}
```

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e76654309e001aee9bace727b5b4c8589405256a3c020 libart-lgpl-2.3.21.tar.bz2"

mini\_sendmail - accept email on behalf of real sendmail

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## 1.235 tzdata 2025b-r0

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## 1.237 libintl 0.24.1-r0

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/\* Extract the last component (base name) of a file name.

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```
#ifndef _BASENAME_LGPL_H
#define _BASENAME_LGPL_H

/* This file uses _GL_ATTRIBUTE_PURE. */
#if !_GL_CONFIG_H_INCLUDED
#error "Please include config.h first."
#endif

#include <stddef.h>

#ifndef
DOUBLE_SLASH_IS_DISTINCT_ROOT
define DOUBLE_SLASH_IS_DISTINCT_ROOT 0
#endif

#ifdef __cplusplus
extern "C" {
#endif
```

/\* Return the address of the last file name component of FILENAME.  
 If FILENAME has some trailing slash(es), they are considered to be  
 part of the last component.  
 If FILENAME has no relative file name components because it is a file  
 system root, return the empty string.

Examples:

| FILENAME     | RESULT  |
|--------------|---------|
| "foo.c"      | "foo.c" |
| "foo/bar.c"  | "bar.c" |
| "/foo/bar.c" | "bar.c" |
| "foo/bar/"   | "bar/"  |
| "foo/bar/"   | "bar/"  |
| "/"          | ""      |
| "//"         | ""      |
| ""           | ""      |

The return value is a tail of the given FILENAME; do NOT free() it! \*/

/\* This function was traditionally called 'basename', but we avoid this  
 function name because

\* Various platforms have different functions in their libc.

In particular, the glibc basename(),

defined in <string.h>, does

not consider trailing slashes to be part of the component:

| FILENAME   | RESULT |
|------------|--------|
| "foo/bar/" | ""     |
| "foo/bar/" | ""     |

\* The 'basename' command eliminates trailing slashes and for a root  
 produces a non-empty result:

| FILENAME   | RESULT |
|------------|--------|
| "foo/bar/" | "bar"  |
| "foo/bar/" | "bar"  |
| "/"        | "/"    |
| "//"       | "/"    |

\*/

extern char \*last\_component (char const \*filename) \_GL\_ATTRIBUTE\_PURE;

/\* Return the length of the basename FILENAME.

Typically FILENAME is the value returned by base\_name or last\_component.

Act like strlen (FILENAME), except omit all trailing slashes. \*/

extern size\_t base\_len (char const \*filename) \_GL\_ATTRIBUTE\_PURE;

#ifdef \_\_cplusplus

} /\* extern "C" \*/

#endif



#endif /\* \_BASENAME\_LGPL\_H \*/

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## 1.238 prometheus-client 1.12.1

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## 1.242 libssl3 3.5.0-r0

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Any

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GCC RUNTIME LIBRARY EXCEPTION

Version 3.1, 31 March 2009

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```
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 (actually AT&T syntax for insns and operands,
 adapted to BSD conventions for symbol names and debugging.)
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```

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<<http://www.gnu.org/licenses/>>. \*/

```
/* Use the Sequent Symmetry assembler syntax. */
```

```
/* Define the syntax of pseudo-ops, labels and comments. */
```

```
/* Prefix for internally generated assembler
 labels. If we aren't using
 underscores, we are using prefix `.'s to identify labels that should
```

be ignored, as in `i386/gas.h' --karl@cs.umb.edu \*/

#define LPREFIX "L"

/\* Assembler pseudos to introduce constants of various size. \*/

#define ASM\_BYTE "\t.byte\t"

#define ASM\_SHORT "\t.word\t"

#define ASM\_LONG "\t.long\t"

#define ASM\_QUAD "\t.quad\t" /\* Should not be used for 32bit compilation. \*/

/\* This was suggested, but it shouldn't be right for debugger output. -- RMS

#define ASM\_OUTPUT\_SOURCE\_FILENAME(FILE, NAME) \*/

/\* Define the syntax of labels and symbol definitions/declarations. \*/

/\* This is how to output an assembler line

that says to advance the location counter by SIZE bytes. \*/

#define ASM\_OUTPUT\_SKIP(FILE,SIZE) \

fprintf (FILE, "\t.space " HOST\_WIDE\_INT\_PRINT\_UNSIGNED"\n", (SIZE))

/\* Define the syntax of labels and symbol definitions/declarations. \*/

/\* This says how to output an assembler line

to define a global common symbol. \*/

#define

ASM\_OUTPUT\_COMMON(FILE, NAME, SIZE, ROUNDED) \

( fputs (".comm ", (FILE)), \

assemble\_name ((FILE), (NAME)), \

fprintf ((FILE), "%u\n", (int)(ROUNDED)))

/\* This says how to output an assembler line

to define a local common symbol. \*/

#define ASM\_OUTPUT\_LOCAL(FILE, NAME, SIZE, ROUNDED) \

( fputs (".lcomm ", (FILE)), \

assemble\_name ((FILE), (NAME)), \

fprintf ((FILE), "%u\n", (int)(ROUNDED)))

#ifdef HAVE\_GAS\_LCOMM\_WITH\_ALIGNMENT

#define ASM\_OUTPUT\_ALIGNED\_LOCAL(FILE, NAME, SIZE, ALIGNMENT) \

( fputs (".lcomm ", (FILE)), \

assemble\_name ((FILE), (NAME)), \

fprintf ((FILE), "%u,%u\n", (int)(SIZE), (int)(ALIGNMENT) / BITS\_PER\_UNIT))

#endif

```

/* This is how to output an assembler line
 that says to advance the location counter
 to a multiple of 2**LOG bytes. */

#define ASM_OUTPUT_ALIGN(FILE,LOG) \
if ((LOG)!=0) fprintf ((FILE), "\t.align %d\n", (LOG))

/* This is how to store into the string BUF
 the symbol_ref name of an internal numbered
 label where
 PREFIX is the class of label and NUM is the number within the class.
 This is suitable for output with `assemble_name'. */

#define ASM_GENERATE_INTERNAL_LABEL(BUF,PREFIX,NUMBER) \
 sprintf ((BUF), "%s%d", (PREFIX), (long)(NUMBER))

/* The prefix to add to user-visible assembler symbols. */

#define USER_LABEL_PREFIX "_"

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```

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```

#ifndef __VTV_H__
#define __VTV_H__

/* We could have used an enumeration here but it just makes it more
 difficult for the compiler to generate a call to this. These are
 used as arguments to the function __VLTChangePermission, declared
 below. */
#define __VLTP_READ_ONLY 0
#define __VLTP_READ_WRITE 1

#ifdef __cplusplus
extern "C" void __VLTChangePermission (int);
#else
extern void __VLTChangePermission (int);
#endif

#ifdef BIG_PAGE_SIZE
/* TODO - Replace '4096' below with correct big page size. */
#define VTV_PAGE_SIZE 4096
#else
#ifdef defined(__sun__) && defined(__svr4__) && defined(__sparc__)
#define VTV_PAGE_SIZE 8192
#elif defined(__loongarch_lp64)
/* The page size is configurable by the kernel to
 be 4, 16 or 64 KiB.
 For now, only the default page size of 16KiB is supported. */
#define VTV_PAGE_SIZE 16384
#else
#define VTV_PAGE_SIZE 4096
#endif
#endif

#endif /* __VTV_H__ */

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```

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Version 3, 29 June 2007

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Version 3.1, 31 March 2009

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| mach_override | lib/interception/mach_override |
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## 1.247 coreos-semver 0.3.0

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## 1.248 rardecode 1.1.0

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## 1.249 typing-extensions 4.12.2

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In 1995, Guido continued his work on Python at the Corporation for

National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All

Python releases are Open Source (see <https://opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

| Release        | Derived from | Year      | Owner      | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          | 2.1.2        | 2002      | PSF        | yes                 |
| 2.2 and above  | 2.1.1        | 2001-now  |            |                     |
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A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <https://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us>)

in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

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| Release        | Derived from | Year      | Owner      | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          | 2.1.2        | 2002      | PSF        | yes                 |
| 2.2 and above  | 2.1.1        | 2001-now  |            |                     |
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<https://hg.mozilla.org/mozilla-central/file/tip/security/nss/lib/ckfw/builtins/certdata.txt>

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|----------------|--------------|-----------|------------|---------------------|
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| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see <http://www.opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

| Release        | Derived from | Year      | Owner      | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.2            | 2.1.1        | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          |              |           |            |                     |
| 2.1.2          | 2002         | PSF       | yes        |                     |
| 2.2.1          | 2.2          | 2002      | PSF        | yes                 |
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|       |       |           |     |     |
|-------|-------|-----------|-----|-----|
| 2.3   | 2.2.2 | 2002-2003 | PSF | yes |
| 2.3.1 | 2.3   | 2002-2003 | PSF | yes |
| 2.3.2 | 2.3.1 | 2002-2003 | PSF | yes |
| 2.3.3 | 2.3.2 | 2002-2003 | PSF | yes |
| 2.3.4 | 2.3.3 | 2004      | PSF | yes |
| 2.3.5 | 2.3.4 | 2005      | PSF | yes |
| 2.4   | 2.3   | 2004      | PSF | yes |
| 2.4.1 | 2.4   | 2005      | PSF | yes |
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| 2.5.2 | 2.5.1 | 2008      | PSF | yes |
| 2.5.3 | 2.5.2 | 2008      | PSF | yes |
| 2.6   | 2.5   | 2008      | PSF | yes |
| 2.6.1 | 2.6   | 2008      | PSF | yes |
| 2.6.2 | 2.6.1 | 2009      | PSF | yes |
| 2.6.3 | 2.6.2 | 2009      | PSF | yes |
| 2.6.4 | 2.6.3 | 2009      | PSF | yes |
| 2.6.5 | 2.6.4 | 2010      | PSF | yes |
| 3.0   | 2.6   | 2008      | PSF | yes |
| 3.0.1 | 3.0   | 2009      | PSF | yes |
| 3.1   | 3.0.1 | 2009      | PSF | yes |
| 3.1.1 | 3.1   | 2009      | PSF | yes |
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```
PK'u5ZtGH#license.dist-0.1.dist-info/METADATAUT ggux]AN0E>rT*VF]D
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^8r&ZOsyh8P]/Gy\8]C)'
c?R:@W5{Sha.PK*u5ZP%r'!license.dist-0.1.dist-info/RECORDUT ggux}N0I`0W ROonke0UFqjgd[><i$
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)r^7f!{-"3T
]l5w|lQ9!2/7apt81hg\N8|15![A~&x%>PK5d#Ahr6s%license.dist-0.1.dist-info/RECORD.jwsUT
DPmgux%N@EHq()04@:*`w].9?.$mZK'3'
}g7.hl[zMeH4 TQzI9 +g\v7+L? iOU{RC3;>>p_,7:N-f@]i#
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Packager: bdist_wheel
Root-Is-Purelib: true
```

```
PK
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## 1.253 busybox 1.37.0-r18

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*
*/
```

Found in path(s):

\* /aports-master-main-busybox-zip/aports-master-main-busybox/main/busybox/bbsuid.c

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```

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* depmod - generate modules.dep
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@@ -25,6 +25,24 @@
#include "modutils.h"
#include <sys/utsname.h> /* uname() */

#define INDEX_MINCHAR 32
#define INDEX_MAXCHAR 128
+
+typedef struct index_node {
+ char *prefix;
+ llist_t *values;
+ struct index_node *children[INDEX_MAXCHAR-INDEX_MINCHAR];
+} index_node;
+
+struct globals {
+ module_db db;
+ index_node *root_node;
+} FIX_ALIASING;
#define G (*ptr_to_globals)
#define INIT_G() do { \
+ SET_PTR_TO_GLOBALS(xzalloc(sizeof(G))); \
+} while (0)
+
/*
* Theory of operation:
* - iterate over all modules and record their full path
@@ -53,18 +71,12 @@ static int FAST_FUNC parse_module(struct recursive_state
*state,

for (ptr = image; ptr < image + len - 10; ptr++) {
if (is_prefixed_with(ptr, "depends=")) {
- char *u;
-
ptr += 8;
- for (u = ptr; *u; u++)
- if (*u == '-')
- *u = '_';
- ptr += string_to_llist(ptr, &e->deps, ",");
+ string_to_llist(replace_underscores(ptr), &e->deps, ",");
} else if (ENABLE_FEATURE_MODUTILS_ALIAS
&& is_prefixed_with(ptr, "alias=")

```

```

) {
- llist_add_to(&e->aliases, xstrdup(ptr + 6));
- ptr += strlen(ptr);
+ llist_add_to(&e->aliases, replace_underscores(xstrdup(ptr + 6)));
} else if (ENABLE_FEATURE_MODUTILS_SYMBOLS
&& is_prefixed_with(ptr, "__ksymtab_")
) {
@@ -74,9 +86,10 @@ static int FAST_FUNC parse_module(struct recursive_state *state,
) {
continue;
}
- llist_add_to(&e->symbols, xstrdup(ptr));
- ptr += strlen(ptr);
- }
+ llist_add_to(&e->symbols, xasprintf("symbol:%s", ptr));
+ } else
+ continue;
+ ptr += strlen(ptr);
}
free(image);

@@ -108,12 +121,6 @@ static void order_dep_list(module_db *modules, module_entry *start, llist_t
*add
}
}

```

```

-static void xfreopen_write(const char *file, FILE *f)
-{
- if (freopen(file, "w", f) == NULL)
- bb_perror_msg_and_die("can't open '%s'", file);
-}
-
//usage:#if !ENABLE_MODPROBE_SMALL
//usage:#define depmod_trivial_usage "[-n] [-b BASE] [VERSION] [MODFILES]..."
//usage:#define depmod_full_usage "\n\n"
@@ -167,6 +174,169 @@ enum {
OPT_C = (1 << 9), /* -C,--config etc_modules_conf: ignored */

```

Found in path(s):

\* /aports-master-main-busybox-zip/aports-master-main-busybox/main/busybox/0018-depmod-support-generating-kmod-binary-index-files.patch

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Found in path(s):

\* /aports-master-main-busybox-zip/aports-master-main-busybox/main/busybox/0024-umount-Implement-O-option-to-unmount-by-mount-option.patch

# 1.254 truststore 0.10.1

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## 1.256 go.uber.org/atom 1.10.0

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